

Sealed **SECRETS**
Section!

ONIMUSHA

Warlords



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ONIMUSHA

PRIMA'S OFFICIAL STRATEGY GUIDE

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INTRODUCTION

Welcome to *Onimusha: Warlords* and the world of feudal Japan – an era of warring lords, samurai, and great battles. The Ogres and Demons that populate the game are taken from Japanese legend.

Your wits and reflexes are tested as you make your way through the puzzles and battles of the game. The challenges are many, the enemies powerful and legion, but don't worry, we're here to help.

Onimusha: Warlords – *Prima's Official Strategy Guide* will help you make it through the twists and turns of this complex game, from beginning to end. Good luck!



CHARACTERS

THE GOOD GUYS



SAMANOSUKE AKECHI

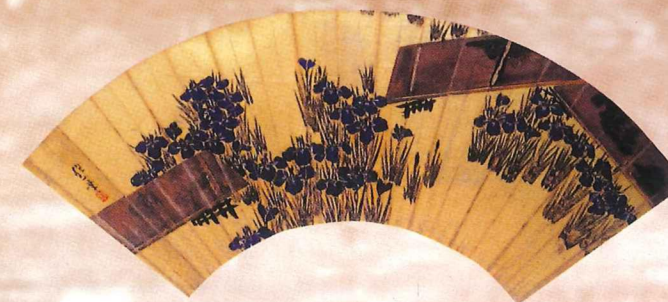
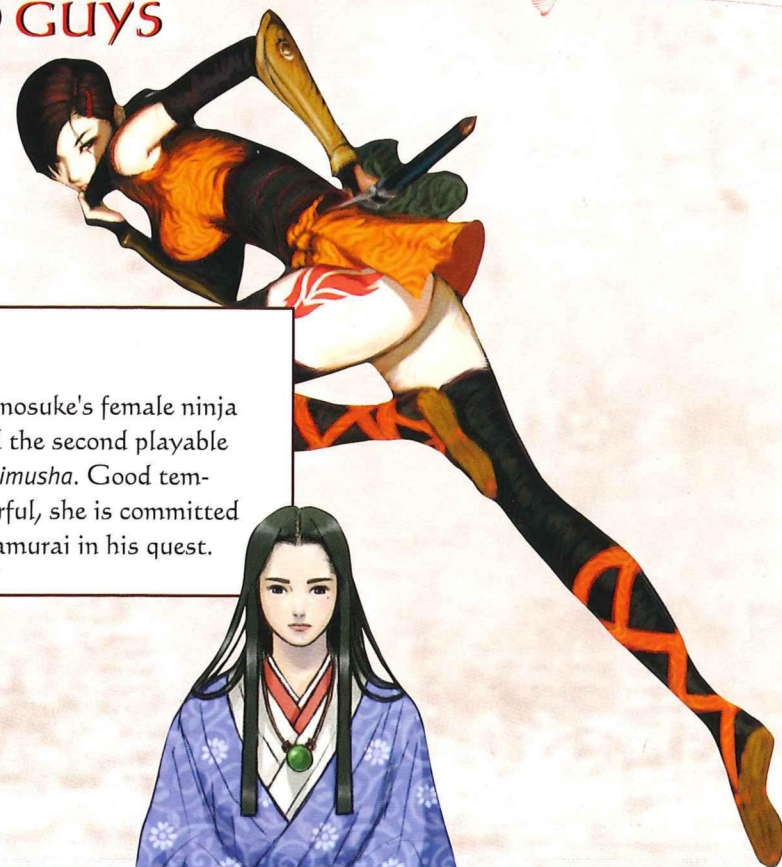
Our main character is a trained warrior with a strong sense of justice and loyalty. Aided by the power of the Gauntlet of the Ogres, he has vowed to conquer the Demons in his quest to rescue his cousin Yuki.

PRINCESS YUKI (SNOW PRINCESS)

Samanosuke Akechi's pure-hearted cousin, Princess Yuki, is the daughter of Yoshitatsu Saito. Struck by a premonition, she warned the Samanosuke that something unsavory was happening in the Inabayama Castle.

KAEDE

Kaede is Samanosuke's female ninja companion and the second playable character in *Onimusha*. Good tempered and cheerful, she is committed to aiding the samurai in his quest.



YUMEMARU

Yumemaru is a village boy who was befriended and raised by Princess Yuki. He bravely infiltrates the keep to rescue her.



OGRES

The Ogres live below the earth's surface and are the enemies of the Demons. They have chosen Samanosuke Akechi as their champion to save the human world, using the power of the Ogre-forged Gauntlet.

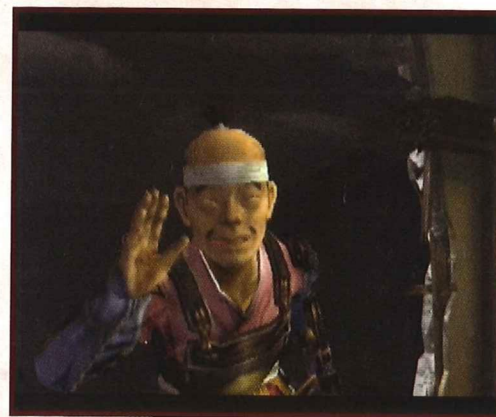




ODA NOBUNAGA

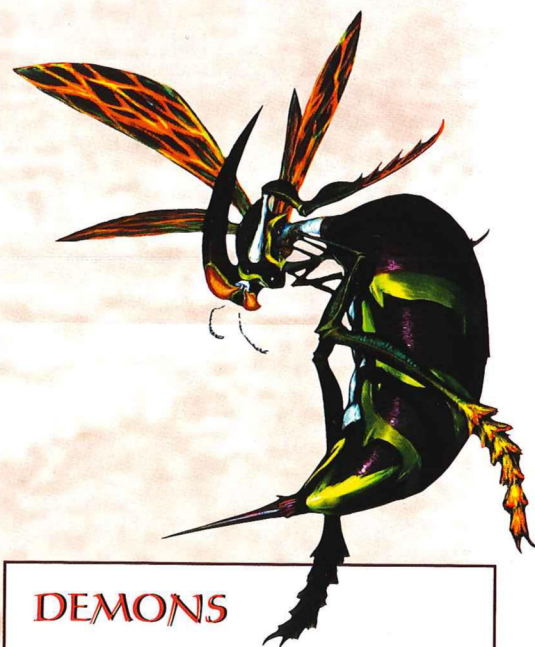
A legendary figure from the Warring States period of Japanese history, Nobunaga died at the Battle of Okehazama. However, the Demons of the Dark Realm have raised him from the dead to aid in their conquest of the human world.

THE BAD GUYS



TOKICHIRO KINOSHITA

Nobunaga's vassal and chief ally, Kinoshita tries to recruit Samanosuke into the resurrected Nobunaga's service. He reminds most people of a monkey.



DEMONS

The Demons are evil beings who live in the underworld. Under the leadership of Fortinbras, their king, and his allies Hecuba and Guildenstern, the Demons are preparing an assault on the human world through Inabayama Castle. Only Samanosuke Akechi and Kaede can stop it.

GAME BASICS

Now that you've met everybody important, let's spend some time getting acquainted with the game mechanics. The world of *Onimusha* has elements that are unfamiliar, though not overly complicated. In this section, we explain what you need to know to save Princess Yuki. Later sections give more information on what is introduced here (the "Combat" section, for example, gives more detail on moving your characters), but this section is where you learn what you need to get started.

MOVEMENT

There's only one trick to basic character movements; the direction the character moves always depends on which way *the character* is facing, and has nothing to do with the player's point of view. For example, pressing \uparrow always moves the character forward. The static camera gives you all sorts of angles on the characters. You may be facing them, behind them, or next to them, but no matter what, \uparrow still moves them the way *they* are facing.



Samanosuke may be looking right at you, but \uparrow makes him walk forward.

Likewise, pressing \downarrow always makes your characters move backward, pressing \leftarrow always makes them turn to *their* left, and \rightarrow moves them to *their* right.

Just remember that the directions are relative to the character, not to your view.

Also, when Samanosuke and Kaede move backward, they really *move*. Being highly trained in close-quarters combat, they know how to beat a hasty retreat. After the initial burst, though, their backpedaling slows to a walk.

Finally, pressing R2 spins your character 180 degrees. This can be useful for facing enemies or running away.



A quick tap of R2 and your character turns around. This can save some time maneuvering them around the game.

THE INDICATORS

At the top left corner of your screen are three bars. From top to bottom, these indicate your character's Vitality (in yellow), the magic power for your Orb swords (in green, blue, or red depending on which Orb you've equipped), and the amount of Souls you've collected.



The yellow indicator is your Vitality. When it starts flashing, you're in danger.



The colored bar in the middle shows how much Magic Energy you have for the Orb you wield. This screen shows the Wind Orb at full strength. If it's flashing, you don't have enough energy to cast a spell.



This indicator shows the number of Demon Souls that you've captured with the Ogre Gauntlet. You can use them to Enhance your weapons (discussed in a later section). The number shows how many full bars of Souls you have. Here there are three full bars, plus the amount shown on the screen.

NOTE: Samanosuke and Kaede start with 128 points in their Vitality Bars. Samanosuke's bar increases 24 points for each Power Jewel you use. Kaede's bar, however, doesn't change throughout the game.

Keep an eye on your gauges. You'll want to know when you have enough life and enough magic to take on the bigger foes. Let yourself get too low and a simple fight could turn into your funeral.



MENUS

Pressing **START** pauses the game and pulls up the menus. Use the menus to change weapons, use items, and read documents and maps.

EQUIP

First up is the "Equip" menu. It lists all the weapons, armor, and ammunition that you're carrying. Use the D-Pad to scroll up and down the list.

To change weapons, highlight the one you want to use and press **X**. You'll be asked if you want to Equip the weapon. Select "Yes" and you'll be armed. You'll change Orbs frequently, sometimes in the middle of a battle, so become familiar with this menu.



The Equip menu lets you change weapons.

ITEM

This menu shows you all the items that you've picked up. Even if you've used an item and left it behind, it still shows up on this menu. Use the D-Pad to scroll through the list and press **X** to use an item.



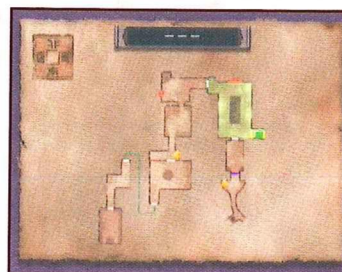
The list grows pretty long. If an item name is gray, it's been used. If it's blue, the character you're currently playing can't use that item. For example, Samanosuke can't use the Shinobi Kit.

FILE

The File menu holds all the documents you've picked up in your travels. If you want to peruse some of the texts, use the D-Pad to highlight the one you want and press **X** to read it.

MAP

At the Map menu, you can view all maps you've picked up. This can help you orient yourself and avoid needless backtracking. Use the D-Pad to select the map you want and press **X** to view it.



Eight maps are scattered through the game, detailing every area you can reach. When you view a map, the room your character is in is highlighted in green. Your character is represented by a blinking green arrow.

TIP: When you want a quick view of the map, press down on the right analog stick. This calls up the map you're on, showing your position and letting you orient yourself.

SOULS

Onimusha: Warlords revolves around a nightmare coming to life. Demons have found their way to the earth's surface and are attacking in droves. The Ogres, benevolent beings who battle the Demons, grant Samanosuke use of their powers to help him destroy their evil foes. They create the Gauntlet that encases our hero's right forearm.

When Samanosuke defeats a Demon, it disintegrates, releasing power. Press and hold **○** to suck the energy into the Gauntlet. You must get the energy soon after it's released or else it disappears.



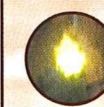
CAUTION: When you're collecting Souls, your character is very vulnerable. You can't move or block while holding **○**, so make sure it's safe before you suck up the energy.

That said, if the Souls are nearby, a quick press of **○** is all you need to collect them. If your enemies are far away, or not attacking, you can risk gathering Souls so that they don't drift off.



After a beating, the Demons crumble to dust. Watch for the Souls that leave the body.

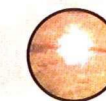
Three types of power, in the shape of glowing balls of gas, can be found inside the Demons; Souls, Magic, and Vitality.



The yellow balls are for Vitality. You regain sections of your Vitality Bar as you catch them.



The white balls are for your Orb magic. They fill up the middle indicator.



The pink balls are the most numerous. They help you Enhance your Orbs, items, and Gauntlet at the Magic Mirrors.



NOTE: Kaede doesn't have an Ogre Gauntlet, so she can't collect Souls. So, when you're playing as Kaede, don't worry when no glowing balls show up after you slay a Demon.

The balls of energy also come in different sizes. The smaller they are, the less energy they hold. The bigger they are, the larger a boost they give you. Don't ignore the small ones, though; they add up pretty quickly.

MAGIC MIRROR & FRIENDS

Scattered throughout the land of *Onimusha: Warlords* are Magic Mirrors. They can help you in two ways. First, they act as save points. You can record your progress in the game and return to that point if things go wrong.



Simply press **X** while facing a Magic Mirror and then select "Save" to record your game. You have eight save spots to choose from.

Second, you can use the Enhance feature at the Magic Mirrors. Enhancing is why you want to collect so many pink Souls. It allows you to boost the power of your weapons and items.

Orb magic and sword levels can be raised so you can dispatch your enemies more quickly, plus you can boost Herbs into Medicines, Arrows into Fire Arrows, and Bullets into Burst Bullets.



This is the Enhance screen. Note that you must Enhance not only the swords, but also the orbs that match them. It takes a ton of Souls to max out all your swords.

PUZZLE BOXES

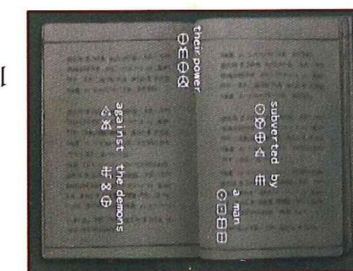
You'll find the brown Puzzle Boxes throughout the game. When you press **X** while next to them, you'll see the decode screen.



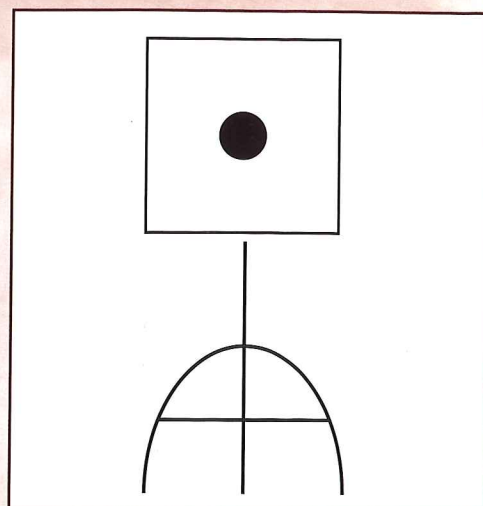
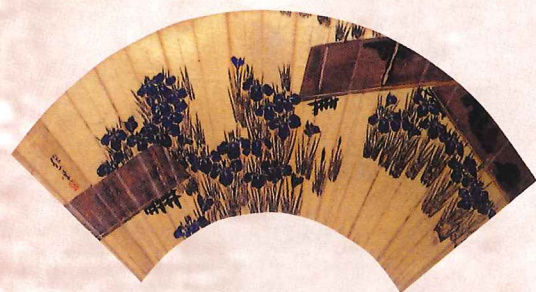
This is the decode screen. You're asked a question – there at the left – and have to enter the symbols that correspond to the answer.

The symbols at the bottom are a code for certain words and phrases. You won't be able to solve the puzzles until you've collected the correct documents.

Scattered throughout the game are pieces of four code books – Byakko, Seiryu, Suzaku, and Genbu. Each code book has four parts. These parts show what the symbols on the Puzzle Boxes mean, allowing you to enter the answers.



Here's a fragment of the Seiryu, one of the code books that you need to solve the Puzzle Boxes. Notice how the groups of symbols match up with English words and phrases.



This set of symbols translates as "Ogres."



This is the first Puzzle Box you encounter. You'll have to come back later to solve it. Most of the boxes are unanswerable when you first see them. Take note of where they are and come back when you've pieced the documents together.

MAGIC FOUNTAINS

Throughout the game, you'll find Magical Fountains that release energy for your Orb spells. Often, the Fountains are next to a Magic Mirror, but some stand alone. Press and hold **●** to suck up the power and top off all your weapons.



If you don't see any glowing balls floating above a Fountain, then you don't need any more power.



TIP: To pick up some extra Souls, find a Magic Fountain near an area heavily populated by Demons – such as the Magic Fountain on the first floor of the keep. Fill up your energy, step into the Demon-filled area, and unleash all your magic on them. They'll be destroyed with no danger to you. Suck up the Souls and then run back to the Fountain to refill. Repeat this a few times and you'll make out with a tidy collection of Souls.

DOCUMENTS

Strewn about the grounds in *Onimusha: Warlords* are books and journals packed with useful information. Mostly, they point you in the right direction with clues and hints, but the four code books – Byakko, Seiryu, Suzaku, and Genbu – are essential to opening the Puzzle Boxes.



Look for the brightly colored covers. The documents you can pick up usually stand out from their surroundings.

All right, that's enough book learnin', let's get to the fightin'!



COMBAT

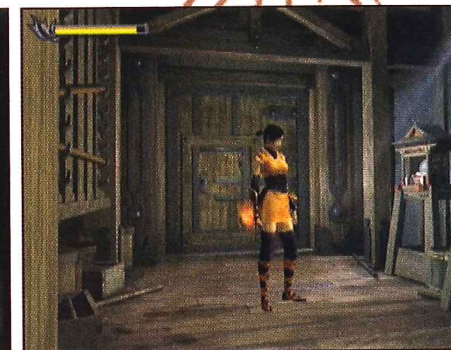
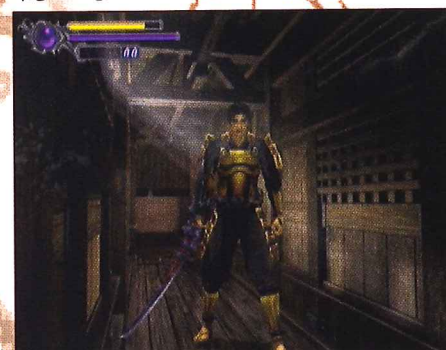


Luckily for them, Samanosuke and Kaede are trained warriors with the skills and equipment to fend off hordes of Demons. Luckily for you, this section teaches you what you need to know in order to use their skills and equipment.

STANCES

Samanosuke and Kaede have three stances. You'll use all three.

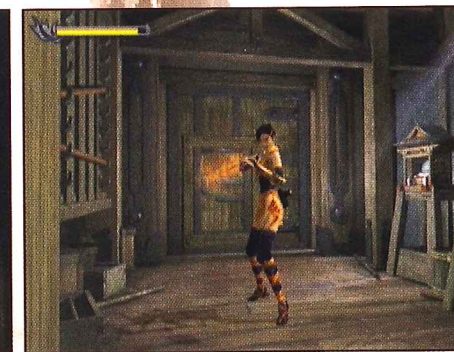
When you don't press any buttons, Samanosuke and Kaede are in the first stance: standing. They can attack from this position as easily as from the fighting stance.



The normal stance.

Holding **[R1]** does two things: it puts the characters into their fighting stances, and it aims them at the nearest standing enemy. The other benefit is that, while holding **[R1]**, your character can strafe (sidestep) to the left or right. This helps you avoid strikes.

This targeting can actually mess you up, however. If two Demons are approximately side-by-side and you hold **[R1]**, the nearest standing enemy may not be the one you actually want to hit.



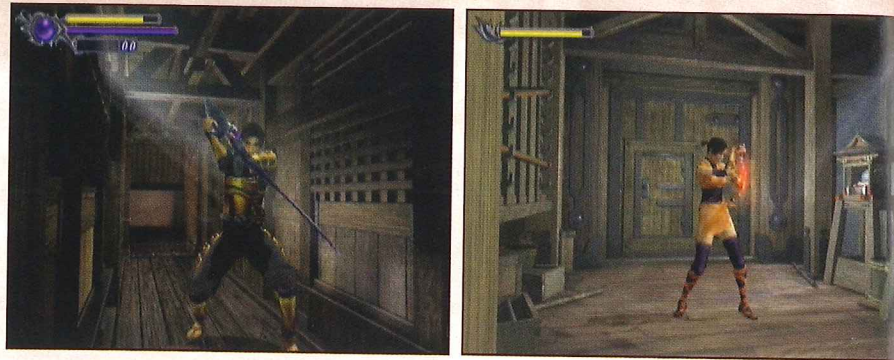
The fighting stance.

Finally, there's the block, or guard, stance, in which you can completely block many attacks. Some, however, can smash right through your guard and damage you. You can't move or attack while blocking, plus there are many attacks that can knock you off balance, forcing you to drop your guard. Don't let that discourage you, the block is mighty useful.





TIP: Check out the attack tables for your enemies to find out which strikes you can't guard against.

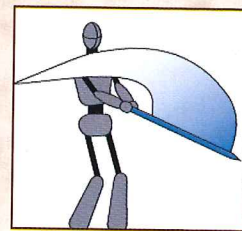


The block.

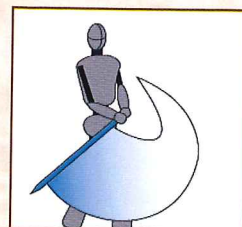
NORMAL MOVES

Several button combinations get essentially the same results from both characters.

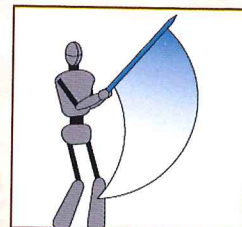
COMBO CUTS: Press **■** rapidly with **←**, **↑**, **→**, or by itself to get a combo cut. The number of cuts changes depending on which sword you have equipped. Your character curves left or right when you press **←** or **→** and presses forward with **↑**. For the Normal, Thunder, and Bishamon swords, the order of cuts you'll get each successive time you press **■** will be:



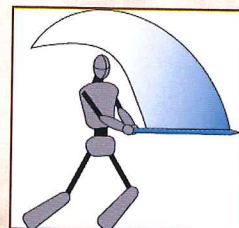
1. Body Cut



2. Reverse Body Cut



3. Rising Cut

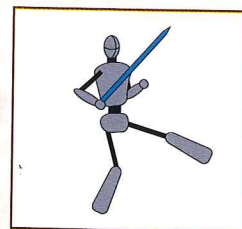


4. Downstroke

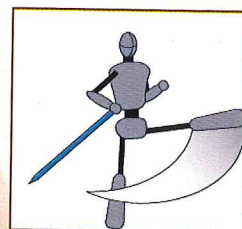
►THE FIRE ORB IS A THREE-CUT COMBO AND THE WIND ORB IS A FIVE-CUT COMBO

►KAEDE'S KNIFE AND SACRED KNIFE ARE FOUR-CUT COMBOS

KICKS: Press **↓+■** to kick at your opponent. The smaller foes will fall to the ground.

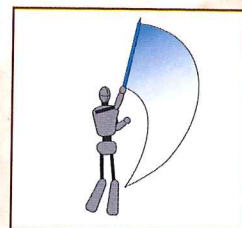


Samanosuke does a forward kick.

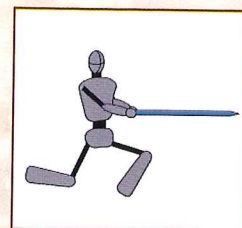


Kaede does a sweeping kick.

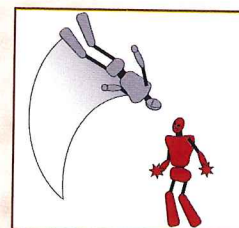
SINGLE STROKES: Hold **R1** and press **↑+■** to get single strokes. The type of attack differs depending on the distance from your opponent. The moves are the same for all weapons.



Samanosuke makes a rising cut when close.

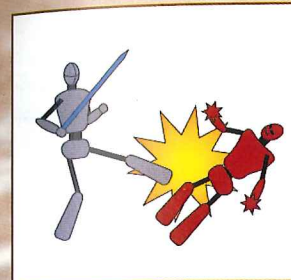


Both characters thrust at a middle distance.

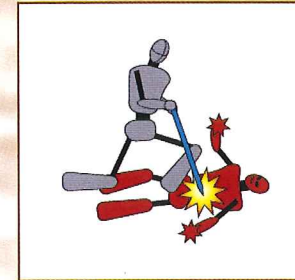


Kaede flips over an opponent's head when close in. This leads to another move described later.

Common to all weapons is this combination:



1. Knock an opponent down with a kick.



2. Finish him off with a thrust.

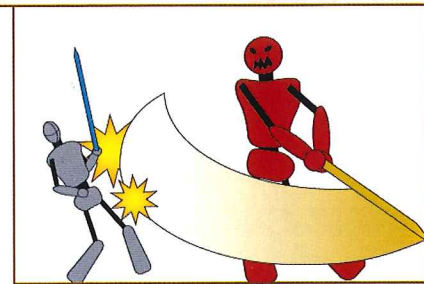
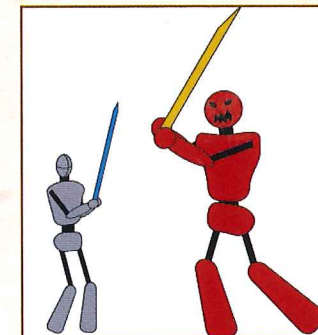
TIP: Whether it's from a kick, a combo cut, or a magic attack, as soon as a foe is on the ground, stand over him and press **■** to deliver the blow. Be careful. Both characters pause after the strike and can take a hit from surviving enemies. Also, it isn't a guaranteed kill. Some Demons will get up after a final thrust.

DEFENSE

BLOCK: Press and hold **L1**, and your character assumes a defensive stance. If the attack is weak, you can counterattack quickly. You can be pushed back with stronger attacks or, with the strongest attacks, your guard can drop, making you vulnerable to a secondary attack.



The defensive stance, or block.

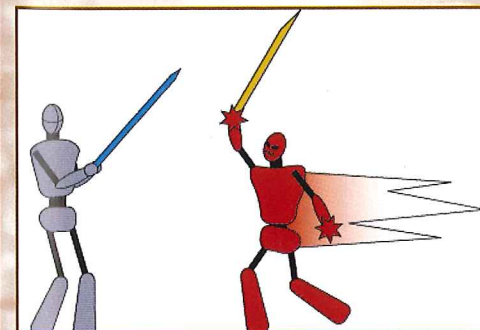
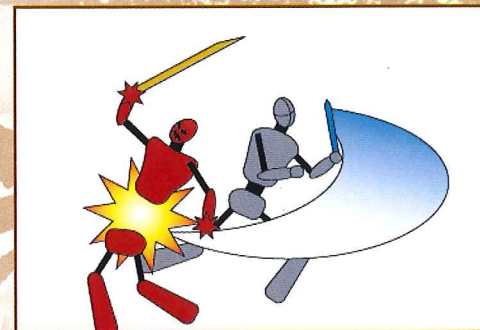


Your swords can't block some attacks. You must dodge or run.

SAMANOSUKE'S CRITICAL MOVES

Critical moves happen under specific conditions and result in attacks that destroy an enemy with one blow. Not only that, but a Demon killed with a critical move releases twice as many Souls and always releases Vitality. However, a failed attempt to make a critical move leaves you vulnerable to counterattack. Critical moves *don't* work against Bosses, so don't try them.

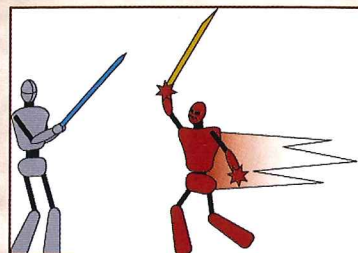
FLASH: The flash is an offensive critical move. Find what the timing is for each type of Demon. For example, when a Three Eyes is trying a jump attack, press **■** just as it reaches you.

1. Let the enemy commit to his attack. Press **■** just as his attack is about to land.

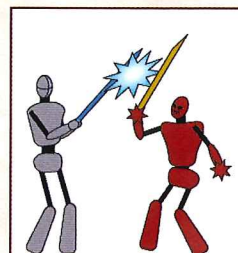
2. Time your critical move right to see a special after-image of your defeated foe.



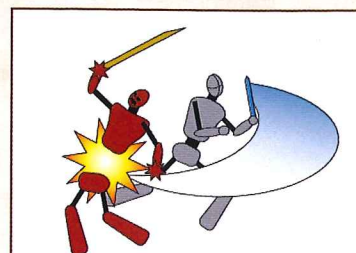
REBOUND: The rebound is a defensive critical move. It doesn't work against very strong attacks or Bosses. The rebound is easier than the flash and less risky.



1. Await your enemy's attack; press **[L1]** just as it's about to hit.



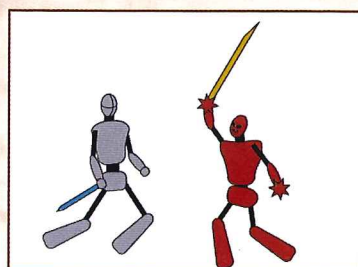
2. Your opponent will bounce back. In some cases, your character will slide forward a bit if you do it correctly.



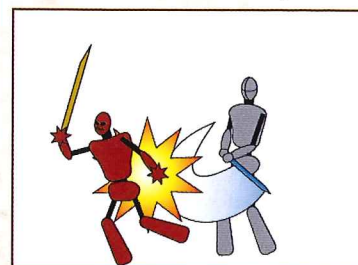
3. Press **[R1]** immediately after the rebound, and you'll see the after-image. Your enemy will release Vitality and twice the amount of Souls.

KAEDE'S CRITICAL MOVE

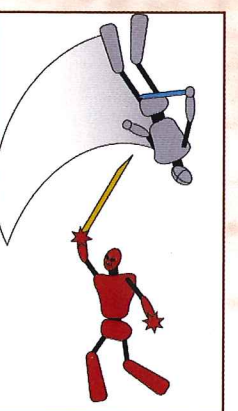
Kaede's critical moves are much easier than Samanosuke's, and there's less risk of injury.



1. Get close to the enemy.



3. Press **[R1]** while Kaede is still in the air, and she'll slit the creature's throat. It's an instant death.



2. Press **[Up] + [R1]**. Kaede flips over and lands behind the Demon's back.

TIP: Sometimes the foe will turn as Kaede leaps over. If that happens she won't get the critical move. Try again.

TIP: Once Kaede has flipped over an enemy, you can press **[L2]** for a quick turn and continue on without further fighting.

TIP: Because Kaede can't collect Souls, she doesn't have any incentive to fight. Avoid battles while playing as Kaede to keep her healthy.

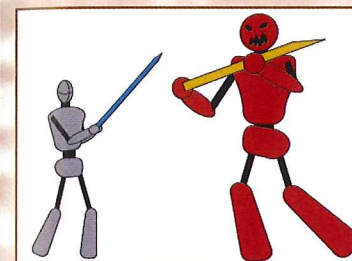


SWORD CLENCH

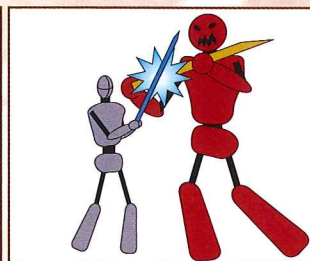
Against a handful of enemies, Samanosuke could find himself in a sword clench. The samurai and his opponent will lock weapons until one or the other gives in. When in a sword clench, press **[R1]** rapidly. If you win, you end up throwing your opponent. If you lose or draw, immediately press **[L1]** to block.

During a sword clench, Samanosuke can't move, and he is vulnerable to any other opponent's attack. Press that button fast to get the sword clench over with as quickly as possible.

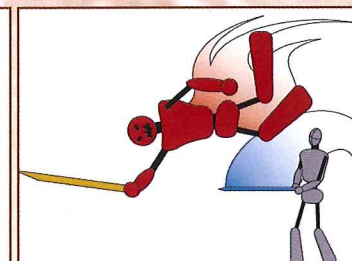
NOTE: You can sword clench with Barabazuu, Oowassha, Long Arm Demons, Dark Armor Demons, the Volchiman, and the Stylado.



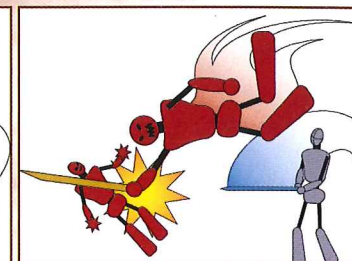
1. Attack when your opponent is prepared for the sword clench – that is, when he's holding his weapon in both hands...



2. ...and you'll be in the sword clench. Sparks will fly. Press **[R1]** rapidly.



3. If you're successful, you'll throw your enemy. Follow up with a final thrust.



4. A thrown Demon can tangle up other enemies in the area.

MAGIC ATTACKS

In the "Weapons" section, you'll find information about the various magic attacks that Samanosuke can make with his Orb swords. These spells will serve you well throughout the game. Familiarize yourself with their effects.

TACTICS

Here's how best to use those moves you just learned



WEAPON CHOICE

For regular use, the Thunder Orb is the fastest Orb sword, and you'll pump up its power soonest. Its speed can get you out of tight spots by clearing gangs of enemies quickly or delivering multiple hits on a big beast before he gets off a single attack.

That's not to say that the other Orb swords are to be ignored. When you're surrounded by hordes of Demons, nothing gives you breathing room like a blast from the Wind Orb. The Fire Orb is a power hitter that can dispense major damage, though it's pretty slow. All in all, keep the Thunder Orb equipped as your primary weapon.

NOTE: For more information on armaments, see the "Weapons" section.

**BLOCK IT**

Don't forget about blocking. You want to minimize the damage you take, and if you don't block you will take lots of damage.

MOVE

Take advantage of the sidestep and backpedal. Hold **[R1]** in your fighting stance to shuffle around the enemy you're engaging. This moves you out of the line of attack and allows you to strike at unprotected areas.

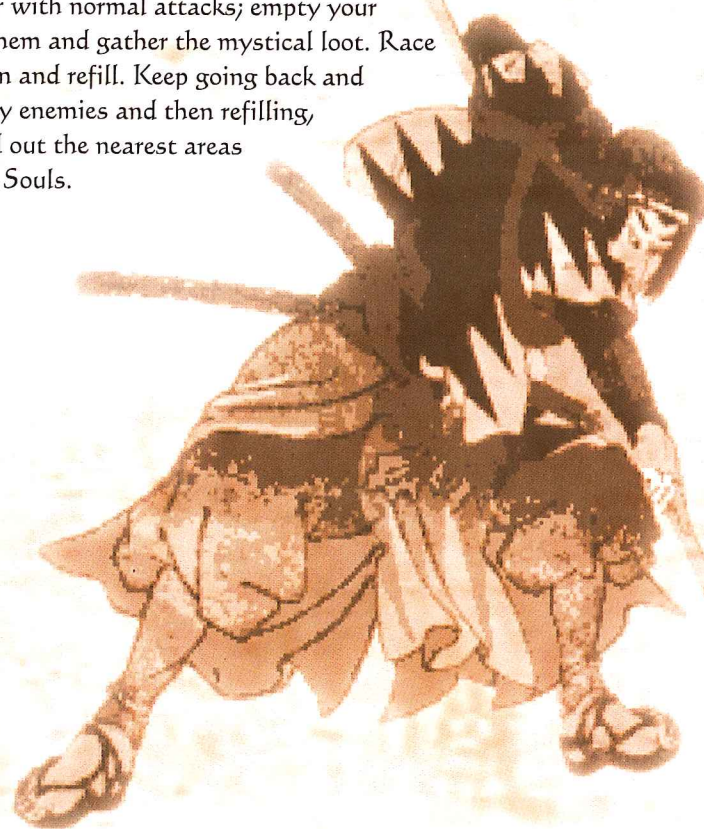
Similarly, use your backpedal move to avoid attacks. It's very fast for the first few seconds. Darting in and out to take quick swipes at a strong enemy can save your Vitality.



Hold **[R1]** and press **←** or **→** to strafe around enemies.

USE THE FOUNTAINS

Suppose you need more Souls to pump up your equipment. Go to the first floor Fountain and fill up your magic energy. Then find Demons to wipe out with Orb spells. Don't bother with normal attacks; empty your Magic Energy on them and gather the mystical loot. Race back to the Fountain and refill. Keep going back and forth, finding nearby enemies and then refilling, until you've cleaned out the nearest areas or collected enough Souls.



This Fountain can be a Soul mine.

WEAPONS

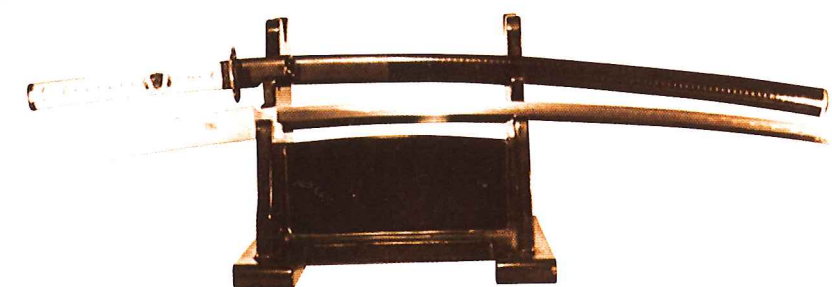
Samanosuke is proficient with several weapons that you get to use in your fight against the Demons. Kaede, as a ninja, uses specific weapons that suit her profession. Their arms have different attributes that will serve you well in different situations.

EQUIPPING YOUR CHARACTERS

You'll need to switch weapons to deal with different threats. Press **START** and the equipment screen pops up. Use the D-Pad to highlight the weapon you want to use, and press **X** to equip it.



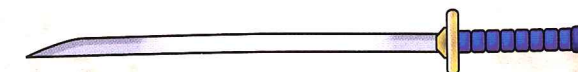
You'll become very familiar with this screen.

**SAMANOSUKE'S WEAPONS****NORMAL WEAPONS**

Several of Samanosuke's weapons aren't dependent on the Soul magic. They don't have Soul-fueled attacks, but they do serve a specific purpose in the game.

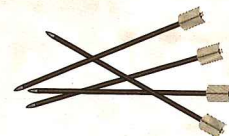
NORMAL SWORD

This is Samanosuke's initial weapon. It takes several hits to destroy even the most basic Demon, but you'll soon pick up something with more punch.

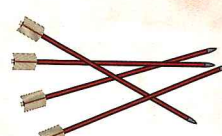




BOW and ARROW

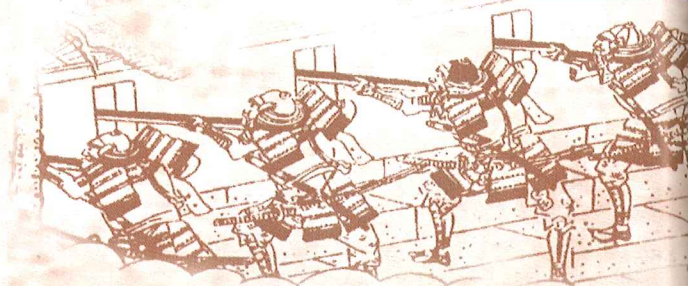


The basic Arrow

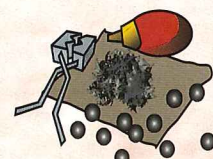


The Fire Arrow

The Bow helps out when you need to attack an enemy who is out of range of your sword. After you equip it, press and hold **L1** to bring up the Bow and press **X** to fire the arrow. You can use the basic Arrows, or spend some Souls to Enhance regular Arrows into Fire Arrows, which cause much more damage.



MATCHLOCK



The basic Bullets



The Soul-Enhanced Burst Bullets

Late in the game you'll come across the Matchlock, a very early version of a rifle. They were notoriously inaccurate, but Samanosuke handles this one pretty well. Press and hold **L1** to aim the gun, press **X** to fire. The Bullets can be Enhanced into Burst Bullets at any Magic Mirror; their scatter shot can take down heavier Demons.

MAGIC WEAPONS

Samanosuke gains several swords with mystical powers. When he grabs an Orb, his Gauntlet can form an elemental sword. Each has its own magical attack. You can boost the level of the sword itself and the sword's Orb by Enhancing each with Souls you've captured.

To boost their power, find a Magic Mirror and choose the Enhance feature. You have to pump up two attributes for each sword. Focus on the swords in the order you get them. Bring the Thunder Orb up to Level 2 in both of its aspects, then start adding Soul energy to the Fire Sword. Continue until all three Orb swords are at Level 2.

Once they're all at Level 2 in both aspects, start to focus on boosting *just* the Orbs to Level 3. In other words, for the Thunder Orb, pump up the Shiden to Level 3. Leave the sword aspect at Level 2 until all three Orbs are up to Level 3. This ensures that you can get through all the door seals you encounter.

Enhancing your weapons not only gives you more power to play with, it also allows you to unlock doors.



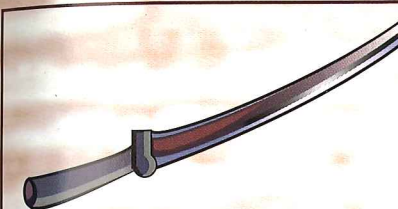
This door is only going to open for a Level 2 Thunder Orb Sword.

Some doors have weird growths sealing them shut. They come in three colors – blue, red, and green – and they have either one, two, or three crystals on them. The color tells you what sword the seals will respond to – blue for Thunder, red for Fire, green for Wind – and the number of crystals corresponds to the level of the Orb that will open them. As long as the Orb is at the proper level, the seal will open.

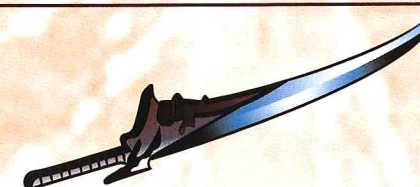
NOTE: Kaede can't open any door with active seals on it. Only Samanosuke can use the Orb swords. If Kaede's progress seems blocked, however, look for a plain door on which she can use her Shinobi Kit (her lockpicks). Only she can open those doors.

THUNDER ORB

SWORD ASPECT: RAIZAN
ORB ASPECT: SHIDEN



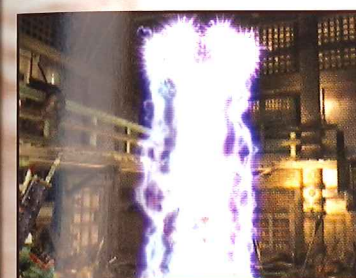
Level 1



Level 2



Level 3



This sword becomes available when you've picked up the Thunder Orb. Its magic attack focuses on a primary target, but it can harm others if they're very close to your victim.

The main feature of the Thunder Orb is speed. You can get off a series of very quick strikes before your foe can react. It's not as powerful as the Fire Orb, but the rapid blows can keep your enemies off balance.

FIRE ORB

SWORD ASPECT: ENRYUU
ORB ASPECT: KOUEN



Level 1



Level 2



Level 3



This hefty sword's attack is a gout of flame that shoots from the tip of the sword and runs for a distance in a straight line. If the Demons are in a row, you can fry a few of them at once.

The regular and magical attacks of the Fire Orb are slow to develop. Quick Demons can interrupt your attacks as you make them. The weight and power of the Fire Orb, however, makes for some devastating blows. Use it against heavy-duty Demons.

**WIND ORB**

SWORD ASPECT: SHIPPUU
ORB ASPECT: ARASHI



Level 1

Level 2

Level 3



The magical ability of this Orb is a strong whirlwind that damages all the foes in its area. This can get you out of trouble if you're surrounded by a large group of foes, and it can hit enemies who are out of reach above you.

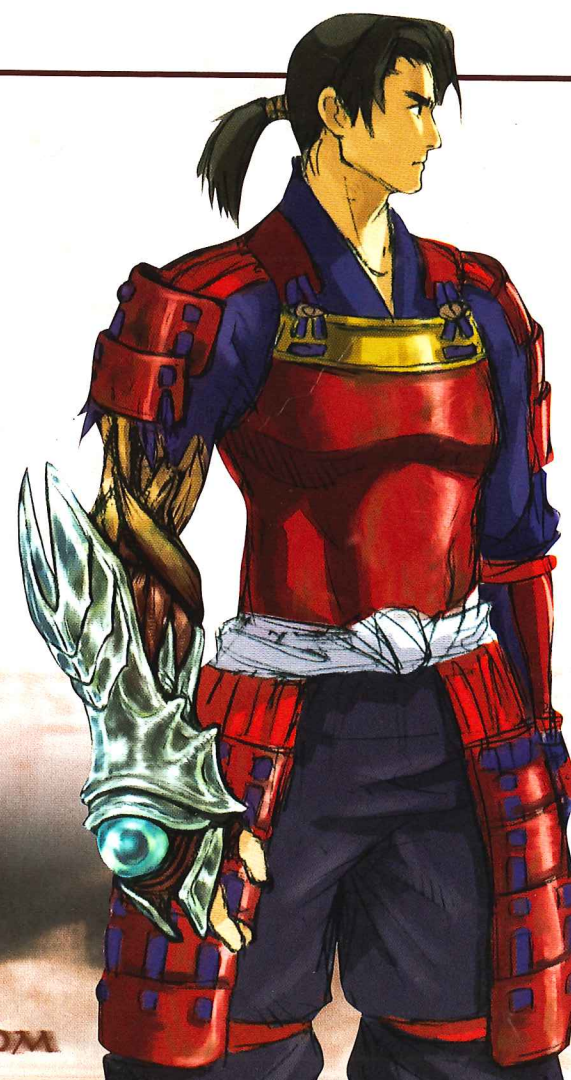
The Wind Orb sword is a good weapon for crowded areas. Its fast double blades help you clear space amongst a group of enemies. The whirlwind magic is invaluable when you're pressured by the Demons. Zap 'em with the wind blast, and you're sure to knock them back.

BISHAMON SWORD

The Bishamon Sword can only be acquired with the Bishamon Ocarina. The Ocarina is found in the last level of the Dark Realm (see the "Dark Realm" section for details). The Bishamon has a powerful magical attack that does not use magic energy.



As long as you keep pressing **▲**, the Bishamon Sword will keep attacking with full force. It's invaluable in the final battle of the game.

**KAEDE'S WEAPONS****NORMAL WEAPONS**

Kaede is a ninja who travels lightly. She only uses two types of weapons. Because she wasn't contacted by the Ogres, Kaede doesn't have access to a Gauntlet or the Orb weapons that Samanosuke does. Her weapons are limited, but her skills make up for it, as discussed in the "Combat" section.

KNIFE

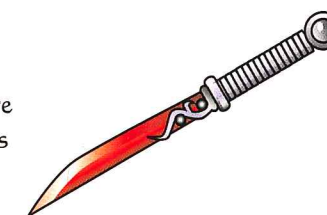
Kaede is a fierce warrior with the Knife in her hands. It's fast and vicious, keeping your enemies staggering as she whips it around.

**KUNAI**

When you want to keep your distance from an enemy, use the Kunai. These throwing knives can tackle opponents from afar. You don't have to equip them to use them, press **▲** and she'll fire off a Kunai.

**MAGIC WEAPONS****SACRED KNIFE**

Kaede only has one magic weapon, the Sacred Knife. It acts like the regular Knife but is far more effective against the Demons. Equip it as soon as you find it.

**SHINOBI KIT**

Even though Kaede can't get past the glowing seals, her ninja skills allow her to get into doors that have broken locks. Samanosuke can't get past a busted keyhole, but Kaede's Shinobi Kit lets her through with ease.



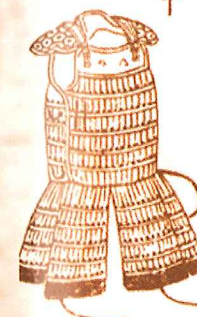
貫臂罩



繫肩罩



披身甲



旋喉輪





ENEMIES

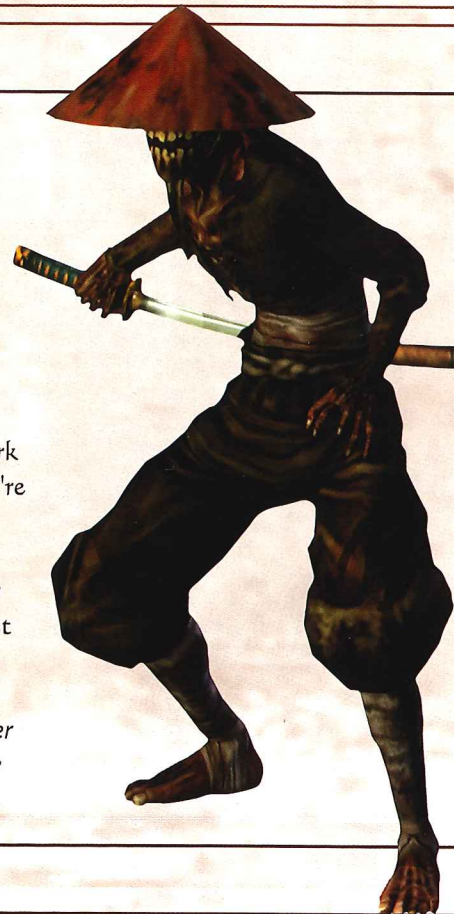
SOLDIER DEMONS

ATTACKS

ATTACK NAME	DAMAGE	CAN YOU BLOCK?
LEFT SLASH	10	YES
RIGHT SLASH	12	YES
BAMBOO SPLIT	15	YES
SPINNING HORIZONTAL CUT	20	YES



These are the footsoldiers of the Dark Realm. They're everywhere and they're easy to kill. They have some tricks, such as attacking in groups and a nasty dying slash that can catch you off guard. Attack with your strongest sword, and guard yourself between attacks until they're where you want them. Watch out for a final slash after you've killed a Soldier Demon – they can attack as they fall to the ground.



ARCHER

ATTACKS

ATTACK NAME	DAMAGE	CAN YOU BLOCK?
FIRE BOW	22	YES (IF FACING ARCHER)

Archers are footsoldiers with Bows. They show up on rooftops, but not exclusively. You hear them before you see them. They don't move, so they won't chase you – if you keep moving, they'll keep missing. If they're level with you, zigzag toward them and kill them with a sword stroke. When they're on a different level, hide, wait until they fire an Arrow, then pop out and nail them with the Bow, the Matchlock, the Kunai, or the Wind Orb Spell.



THREE EYE

ATTACKS

ATTACK NAME	DAMAGE	CAN YOU BLOCK?
DOWN STROKE	15	YES
DASH ATTACK	20	YES
JUMP ATTACK	25	YES



Three Eyes are the low-level ninjas of the Demon world. These masked sneaks are fast and agile, but easy to deal with. Keep your guard up and use the **R1** to keep yourself turned toward them. They jump and spin, but if you stay locked on them, they can't get away from you. If you deal with more than one, the Wind Orb Spell comes in handy because you can hit them while they're jumping through the air.



DARK SPIDER

ATTACKS

ATTACK NAME	DAMAGE	CAN YOU BLOCK?
3-LEVEL STRIKE	9 EACH	YES
KUNAI THROW	14	YES (IF FACING THROWER)
BACK SWEEP	19	YES
SWEEPING DOWNSTROKE	17	YES
DASH ATTACK	22	YES
JUMP ATTACK	28	YES

Dark Spiders are dangerous opponents. They're fast, they use ninja techniques to confuse you, and they throw Kunai to attack from a distance. If you're facing them, your guard position keeps you safe from the missile attack, but these are the first enemies who can hit you from behind. Keep moving and dispatch them quickly. They can't hit you while you're making a magic attack. If they blur and show two images, pause until you're certain of where they are.



鬼武者



LONG ARM DEMON

ATTACKS

ATTACK NAME	DAMAGE	CAN YOU BLOCK?
DURING HEADLOCK	4 EACH	No
HEADLOCK GRAB	8	No
SWEEPING STROKE	18	YES
RISING STROKE	20	YES
HIDDEN CUT	25	YES
FLIP REVERSE CUT	27	YES
VERTICAL CUT	28	YES



With heavy armor, a long reach, and a powerful swing, these red Demons are hard to kill and hard to avoid. Fortunately, they're not very fast or smart. If you maneuver other opponents between you and the Long Arm Demon, he may take them out for you. When facing a Long Arm alone, attack and watch for him to begin a swing. Block, then attack again as he recovers. Magic attacks knock him down – if they don't kill him outright – setting him up for a final thrust.

Long Arm Demons can also grab you for a Headlock attack, sucking away your Vitality until you get away. Sidestep or backpedal when their free hand sweeps back.

DARK ARMOR DEMON

ATTACKS

ATTACK NAME	DAMAGE	CAN YOU BLOCK?
DURING HEADLOCK	5 EACH	No
HEADLOCK GRAB	8	No
SWEEPING STROKE	20	YES
RISING STROKE	22	YES
FLIP REVERSE CUT	28	YES
VERTICAL CUT	32	YES



These Demons are like Long Arms, but stronger. They have black armor and carry shields. Use the Thrust attack to stab them under their shields. Also, attack as they wind up for a stroke or after you block their attacks. In either case, you can get past their shield. The shield makes these Demons time-consuming opponents, but like the Long Arms, they're slow and prone to killing their own allies. If you cut away a shield, watch out for the Headlock attack, which works the same as the Long Arm's Headlock.



BAZUU

ATTACKS

ATTACK NAME	DAMAGE	CAN YOU BLOCK?
DURING BLADE BITING ATTACK	5 EACH	No
ROLLING ATTACK	5 EACH (UP TO 5 HITS)	YES
BITING ATTACK	10	YES
BLADE BITING ATTACK	10	No
HATCHET REVERSE SWEEP	11	YES
BIG HATCHET STROKE	12	YES
HATCHET COMBO	12 EACH (UP TO 3 TIMES)	YES



This pig-like Demon appears out of nowhere and lumbers around slowly; he can't take much punishment and he's easy to kill if you're near him. However, be wary when the Bazuu is at a distance – he tucks himself up in a ball and rolls over you. This not only causes you damage, but also leaves you off balance against other, closer enemies. Fend off his rolling attack by keeping your guard up. If he hits you, he bounces off and you can kill him while he's recovering. Attack swiftly to prevent these foes from attacking, and the Bazuus fall quickly.

BARABAZUU

ATTACKS

ATTACK NAME	DAMAGE	CAN YOU BLOCK?
SLANTED SWORD DOWNSTROKE	20	YES
SWORD RISING CUT	20	YES
FLYING STAB	25	YES
BEHIND-THE-BACK CHOP	28	YES
TWO-HANDED CHOP	28	YES
ONE-HANDED CHOP	30	YES
AXE SIDESWIPE	36	YES
AXE THROW	45	YES



The leader of the Bazuus, this bull-like Demon has enormous strength but no speed. He can throw his axe, but he's got lousy aim, so if you keep moving, he can't hit you. Blocking with your sword blunts all his attacks, but he can knock you off balance so other enemies can get to you. In the early stages of the game, use an Orb Spell to take out the Barabazuu. Later on, when your swords are more powerful, a feint-and-slash strategy is best. Wait until he's swung and is recovering from the stroke, dash in and hit him, then retreat quickly. If you don't let him corner you, you can pick away at him until he goes down.



OOWASSHA



This big boy's long reach makes him a dangerous opponent. He doesn't need speed because he can get to you from anywhere, and his axe takes a huge chunk out of your Vitality (and your head) if he hits you. Stay as far away from him as you can, using magic, Arrows, or the Matchlock if you have it. Don't let him corner you – if he gets you down, he'll hit you at least once more before you can get up and out of range. Use Orb Spells against this beast.

ATTACKS

ATTACK NAME	DAMAGE	CAN YOU BLOCK?
FLYING STAB	25	YES
BEHIND-THE-BACK CHOP	28	YES
TWO-HANDED CHOP	28	YES
ONE-HANDED CHOP	30	YES
BEHIND-THE-BACK SLASH	36	YES
PIGGYBACK SIDEWAYS STRIKE AND SLASH	36	YES
SIDESWIPE	36	YES
BACK CARRY CHOP	40	YES
TURNING CHOP	40	YES

GYARAN



A Gyaran is a collection of old grudges that has accreted into what looks like a ball of skulls. It hovers around the fringes of battles sucking up the Souls of Demons you've killed. If you're careless about where you stand, it grabs your arm and sucks away your Magic Energy. What's worse, if it gets all your magic, it starts sucking your Vitality, too. Dispatch it with Arrows, Matchlock Bullets, or, less easily, by sword. It releases the Souls it has stolen after you hit it a couple of times. After a while, however, it spins and disappears, taking the Souls with it. Your best defense is the Holy Armor, which prevents it from stealing your rightful bounty. Remember that the Great Armor, although better in a fight, won't keep the Gyaran away from you.

ATTACKS

ATTACK NAME	DAMAGE	CAN YOU BLOCK?
SUCK UP ENERGY	4	No
ABSORB SOULS	6 SOULS	YES (WITH HOLY ARMOR)
BODY BLOW	7	YES

SHARK



ATTACKS

ATTACK NAME	DAMAGE	CAN YOU BLOCK?
SICKLE ATTACK	20	YES
SICKLE HOOK ATTACK	20	YES
SHEAR ATTACK	25	YES
BODY BLOW	28	YES

Sharks are insect-like Demons with slashing mandibles; they attack singly or in groups from land or water. A sword block protects you from one, but if you're attacked by a group, one can knock you off balance with a body blow so the others can damage you.

When playing Samanosuke, keep moving, hit them with the most powerful sword you have, and block only if you're not being attacked on two fronts. When playing Kaede, avoid them if possible. If you can't get past them without a fight, use the Kunai.

REYNALDO



ATTACKS

ATTACK NAME	DAMAGE	CAN YOU BLOCK?
GROUND PIERCE GRAB	5	No
GROUND PIERCE SPIN ATTACK	6	YES
GROUND PIERCE	12	YES
HITTING ATTACK WHEN WHIP DOESN'T GRAB	12	YES
WHEN WHIP GRABS	12	No
STOP WHIP GRAB	20	No
LEFT WHIP ATTACK	22	YES
RIGHT WHIP ATTACK	24	YES

Reynaldo is the first of the scientist Guildenstern's Demonic creations. He is a mollusk-like monster with a tremendous reach. Not only do his whip-like tentacle arms lash out and grab or pound you, they can travel underground to come up to whip and grab at your legs. If you keep moving in a zigzag pattern, they can't catch you, but keep an eye out for the telltale dust trail they leave as they move toward you.

Blocking isn't as effective against Reynaldo because of his Whip Grab. He wraps around your sword when you're blocking, pulls you to himself, then stabs you with spikes on his sides. Reynaldo's most insidious trick, though, is his ability to regenerate. If you cut him in half with a vicious slash, he regenerates from the cut halves, and you'll find yourself facing two Reynaldos. Keep him at close quarters and keep slashing. If you find yourself with multiple Reynaldos to deal with, use the Matchlock, the Wind Magic attack, or the Fire Magic attack to hit them all at once.



TIP: The Wind Orb is fast against a group of Reynaldos, but it seems prone to slicing him in half so that more come at you. The Thunder Orb is fast and you're not as likely to get so many regenerated monsters.



VOLCHIMAN



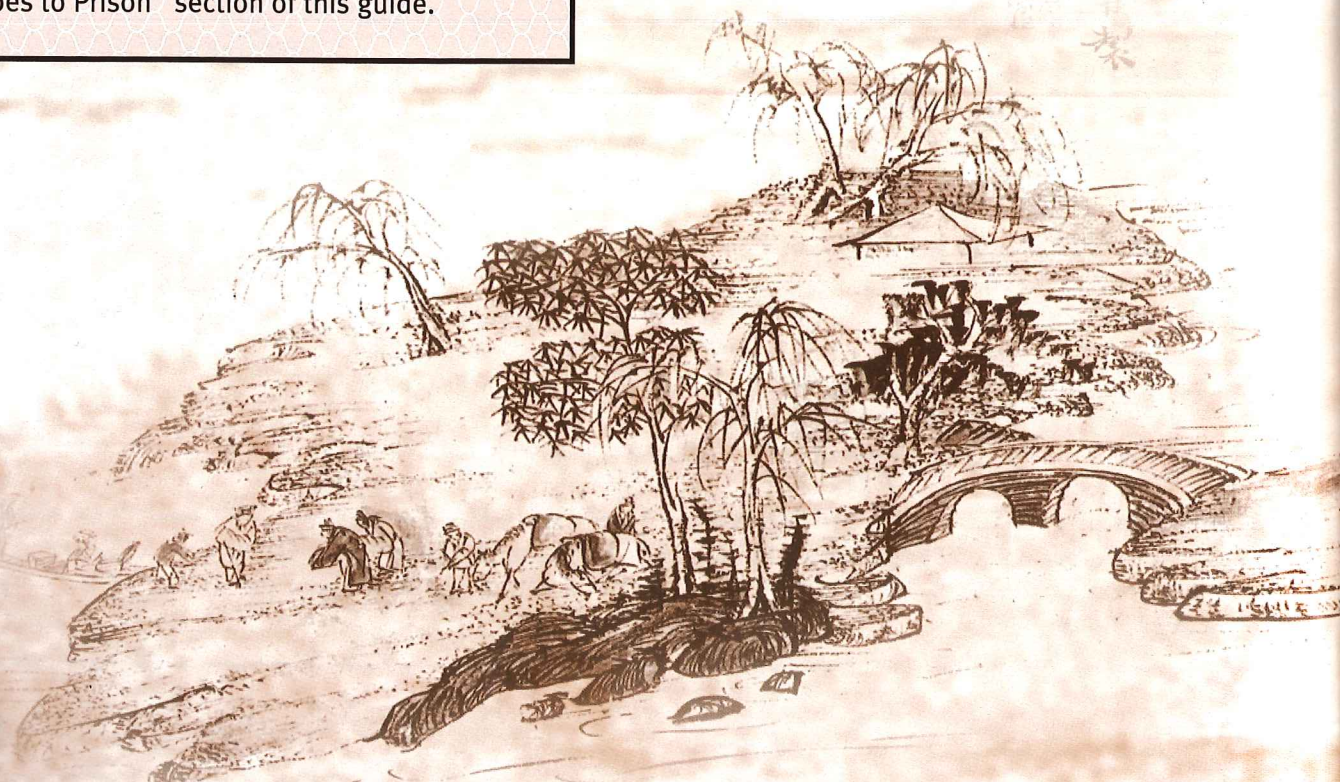
The Volchiman can disappear into thin air, leaving you with no target and a false sense of security – until he pops up behind you, turns solid, and whacks you with a sword. He also sinks into the ground and moves around. Don't think you're safe while he's far away – not only can he suddenly appear right next to you, he can also throw his sword, which is apparently a boomerang. As usual, keep your guard up and attack when he's close. Magic works well against him, because once the attack has begun he can't disappear to avoid it. The guard position thwarts all his attacks, so use it liberally. Watch for the faint shimmer of his body while he's moving around invisibly, and turn to face his destination if you have time.

ATTACKS

ATTACK NAME	DAMAGE	CAN YOU BLOCK?
COMBO CUT (SECOND)	12	YES
COMBO CUT (FIRST)	14	YES
LEFT SIDESWIPE	22	YES
RIGHT SIDESWIPE	24	YES
BOOMERANG ATTACK	28	YES
STEP-IN SIDE THROW	28	YES
THRUST DOWN ATTACK	32	YES
KILLER GROUND STROKE	34	YES
RISING DRAGON BLADE	40	YES



TIP: The Volchiman is a Boss for Kaede. Strategies for defeating him are in the "Kaede Goes to Prison" section of this guide.



BOSSSES

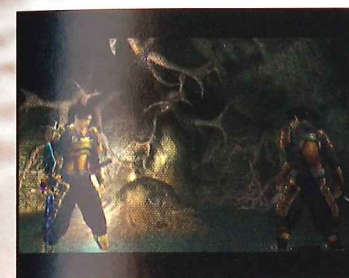
Here's a quick rundown of the Bosses you're going to meet, just to get you acquainted. We'll provide specific details on how to deal with each of them in the walkthroughs.

OSRIC



A steel club and a vicious body slam technique are this ugly feller's best features. One of Princess Yuki's kidnappers, you meet Osric once in the beginning of the game, then again in the Drained Moat.

THE STYLADO



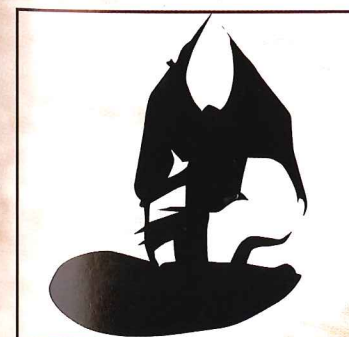
You meet the Stylado under the keep; he's Akechi's exact double, created by Guildenstern. He has a Phantom Bullet attack and an unfocused look in his eyes.

HECUBA



Hecuba is a screechy Demoness shaped like a bee. You fight her in the turret, where she taunts you about what the Demons are going to do with Princess Yuki and Yumemaru. She uses her stinger attack and her Shark friends to harass you. She gets what she deserves.

FORTINBRAS



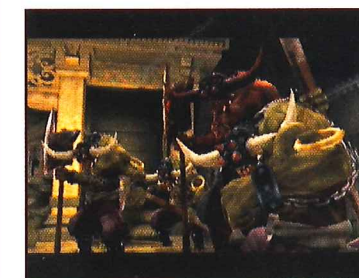
Nobody's bigger or badder than Fortinbras. He's the one behind it all – the kidnappings, the scheme to raise Nobunaga from the dead, and the plan to rule the world. He's a giant snake with arms, and he has an eyeball on the top of his head. He attacks with fireballs, thunderbolts, wind magic, laser beams, and a good old-fashioned punch. As if those aren't enough, he can grab you and kill you in one attack no matter how much Vitality you have.

MARCELLUS (PROTOTYPE)



This early version of Guildenstern's "greatest creation" rules the roof of the keep until you show up and steal the Wind Orb out of his clutches.

BAGUWASSHA



The Baguwassha is the "Bazuu di tutti Bazuu." When you meet him, he has three Oowassha with him, and they all want your head. He's mean, he has a giant axe, and he has some stuff you want. Fear not, though; he's just a barnyard animal with a weapon compared to what's coming up.

MARCELLUS



This is the new and improved Marcellus, the penultimate challenge in the game. He has a whirlwind magic attack, powerful tackles, and double spinning sword blades. He also assumes two different physical forms, one based on power and one based on speed. He's the king of the bridge you meet him on.



FINDING and USING ITEMS

ITEMS

WHERE TO FIND THEM

There are several ways to acquire items in *Onimusha*. The easiest way is to find them lying around. Sometimes they're easy to see, like the Magic Jewel in the bucket in the keep – they glitter and catch your eye. Some aren't so obvious – Herbs are sometimes found among other plants, where they're hard to see because they blend in with their surroundings. Books, too, are often on shelves with a lot of other clutter that you can't pick up. Fluorite is invisible unless you have the Vision Staff, so you have to search every corner of some rooms until you find it.

Sometimes objects are found inside item boxes. These knee-high lacquered boxes are easy to see and easy to open. They can contain Medicine, Herbs, Fluorite, Arrows, Bullets, and other helpful things.



These boxes are usually visible. Walk up to them and press **X** to open them.



TIP: You have to be right on top of hidden items to pick them up. If you're standing where the map says an item should be but can't find it, move a bit to either side while tapping **X**. You will grab it eventually.

Trick Treasure Boxes, which require you to solve a puzzle before you can open them, also hold objects you need. The items in these boxes are bigger and more valuable, like the Bow, the Holy Armor, the Great Armor, Kaede's Sacred Knife, and so on. The items in the Trick Treasure Boxes are either very valuable or absolutely imperative to progressing in the game.

There are more difficult ways to get items, too. If you save the life of a soldier under siege by Demons, he often provides valuable assistance. You also can find helpful objects by destroying large ornamental vases, wooden crates, or wall hangings. Look for things that are more vividly colored or look more three-dimensional than the rest of a room.

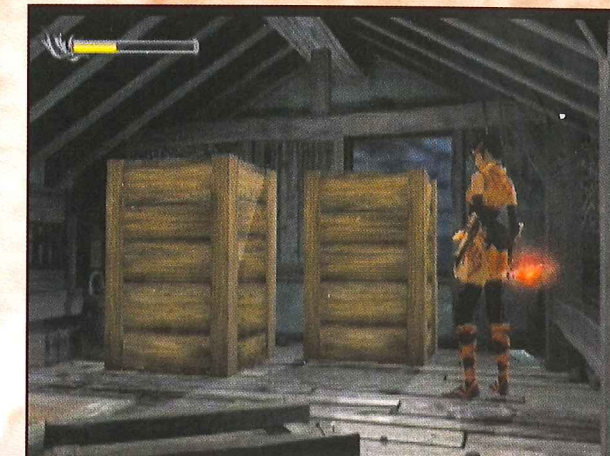


The Trick Treasure Boxes require some brain power to figure out. It's worth the trouble, though, to get the important loot from inside.

FINDING and USING ITEMS



The tapestry can be cut to reveal a nook. That wooden crate can be smashed with a sword stroke. Keep your eyes open for such objects.



USING ITEMS

Many items in *Onimusha* automatically activate when you need them, like the Vision Staff and the Rosary of Communication, but you must activate most of the rest. For instance, when you acquire a new set of armor, you have to Equip it. To use an item, press **START**, then **R1** to get to the items list, then use the D-Pad to scroll to the item you want to activate. Press **X** to select and confirm, then **L1** to return to the game.



NOTE: Many items can't be used unless you're in the right place at the right time, like the Great Bow and the Great Arrow. Stand in exactly the right place to use items that have to go somewhere specific.

LIST OF ITEMS

ARMOR (NORMAL)

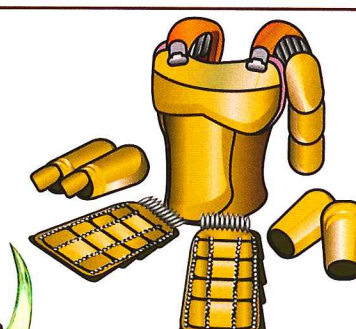


THIS GENERIC ARMOR IS COATED WITH JAPANESE LACQUER.

WHERE FOUND:
BASIC EQUIPMENT

USE: PROTECTION
FROM ATTACK

ARMOR (HOLY)



THE OGRES CREATED THIS ARMOR. IT CAN HELP TO KEEP AWAY THIEVES.

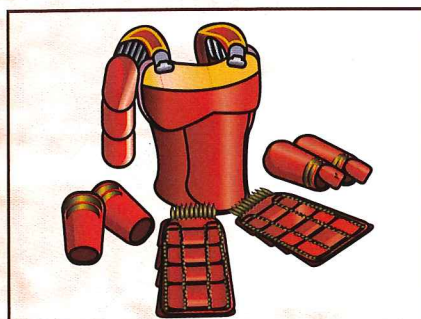
WHERE FOUND: CHEST
IN GATE TRAP ROOM

USE: INCREASED
PROTECTION FROM
ATTACK, TO REPEL
GYARAN





ARMOR (GREAT)



THIS ARMOR WAS USED BY THE OGRES AND IS VERY POWERFUL.

WHERE FOUND: TRICK TREASURE BOX BEHIND WATERFALL BY LAKESIDE HOUSE

USE: MAXIMUM PROTECTION FROM ATTACK

BISHAMON OCARINA

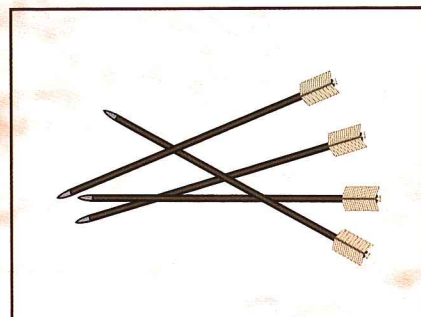


THE OCARINA HELPS AWAKEN A SWORD

WHERE FOUND: LEVEL 20 OF THE DARK REALM

USE: UNLOCKING BISHAMON SWORD

ARROW (NORMAL)

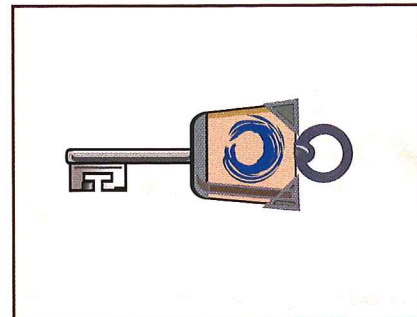


THIS IS A COMMON WEAPON. THE ARROWHEAD IS MADE OF IRON.

WHERE FOUND: VARIOUS LOCATIONS

USE: KILLING ARCHERS OR ELEVATED DEMONS

BLUE KEY

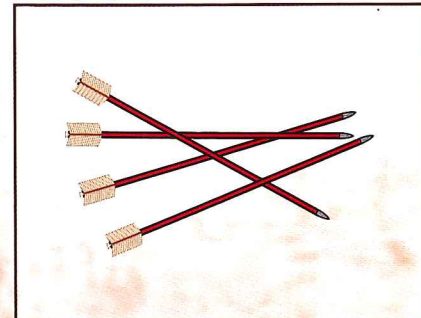


A KEY THAT HAS A BLUE CIRCLE DRAWN AT THE HANDLE.

WHERE FOUND: UNDER THE KEEP

USE: OPENING THE DOOR MARKED WITH BLUE INK

ARROW (FIRE)

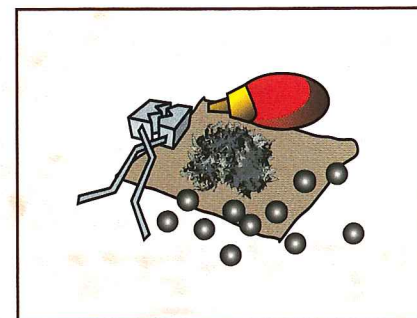


A VERY POWERFUL WEAPON. IT BURNS ITS TARGET ON CONTACT.

WHERE FOUND: ENHANCE NORMAL ARROWS TO MAKE THESE

USE: KILLING ARCHERS OR ELEVATED DEMONS

BULLETS (NORMAL)

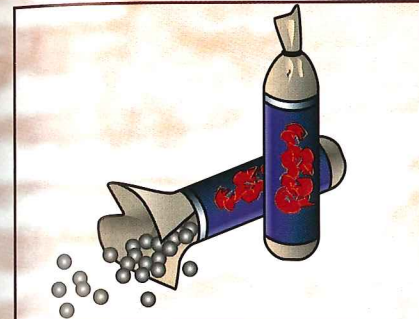


AMMUNITION FOR THE MATCHLOCK. IT CAN PENETRATE ARMOR.

WHERE FOUND: VARIOUS LOCATIONS

USE: KILLING POWERFUL, DISTANT, OR ELEVATED DEMONS

BULLETS (BURST)

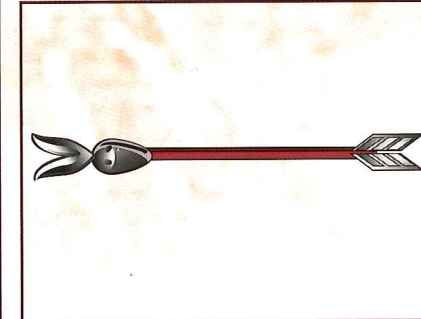


THESE BULLETS ARE POWERFUL AMMUNITION FOR THE MATCHLOCK.

WHERE FOUND: VARIOUS LOCATIONS OR ENHANCE NORMAL BULLETS

USE: KILLING POWERFUL, DISTANT, OR ELEVATED DEMONS, TAKING OUT GROUPS OF DEMONS

DECORATED ARROW



YOU CAN'T SEEM TO USE IT BECAUSE OF THE THICK DECORATIONS.

WHERE FOUND: TRICK TREASURE BOX

USE: SUBSTITUTE FOR GREAT ARROW, OPENS LATCHED DOOR AND TREASURE BOX

CREST PIECE (LEFT)

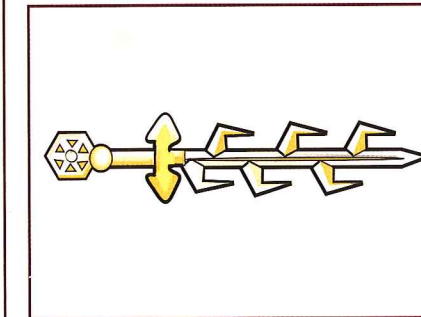


THE DRAWINGS ON THE BACK MAKE IT LOOK LIKE A STARTER KEY.

WHERE FOUND: KEEP, SECOND FLOOR

USE: OPENING LOCKED ROOM ON FOURTH FLOOR OF THE KEEP

DECORATED SWORD

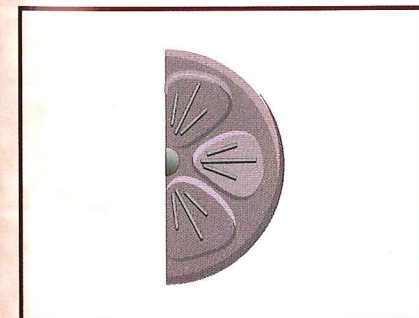


YOU CAN'T SEEM TO USE IT BECAUSE OF ITS THICK DECORATIONS.

WHERE FOUND: BAGUWASSHA'S COURTYARD

USE: OPENS GATEWAY TO EAST AREA

CREST PIECE (RIGHT)

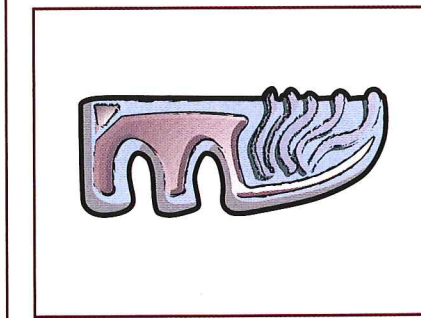


THE DRAWINGS ON THE BACK MAKE IT LOOK LIKE PART OF A DEVICE.

WHERE FOUND: KEEP, SECOND FLOOR

USE: OPENING LOCKED ROOM ON FOURTH FLOOR OF THE KEEP

EVIL PLATE



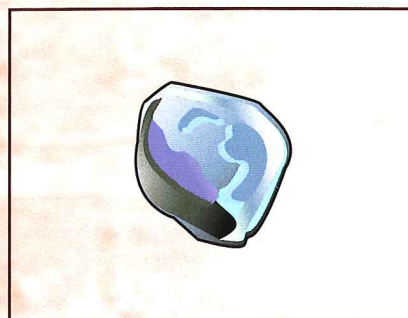
A PART OF THE EMBLEM OF DARK GATE, IT MAY BE A KEY....

WHERE FOUND: KEEP: UNDERGROUND, AFTER STYLADO BATTLE

USE: OPENING DOOR TO DARK REALM GATEWAY ROOM



FLOURITE

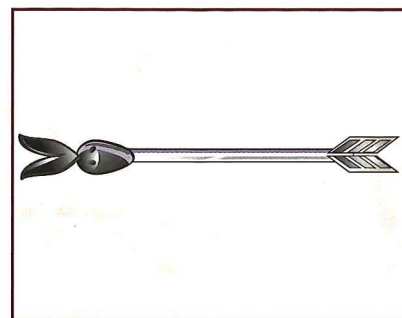


THIS STONE GLOWS WITH A CERTAIN ITEM

WHERE FOUND:
VARIOUS LOCATIONS

USE: MUST COLLECT 20 PIECES TO UNLOCK A SECRET

GREAT ARROW

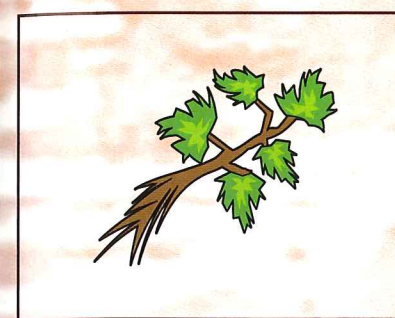


YOU NEED A BOW THAT MATCHES THIS ARROW TO USE IT.

WHERE FOUND:
DRAGON PEDESTAL, EAST AREA

USE: BREAKING SEAL ON GATE TO DARK REALM.

HERB

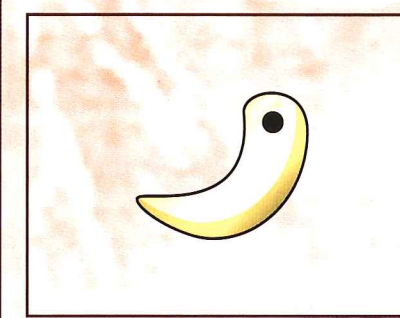


THIS HERB HELPS YOU RECOVER A SMALL AMOUNT OF VITALITY.

WHERE FOUND:
VARIOUS LOCATIONS

USE: HEALING

POWER JEWEL

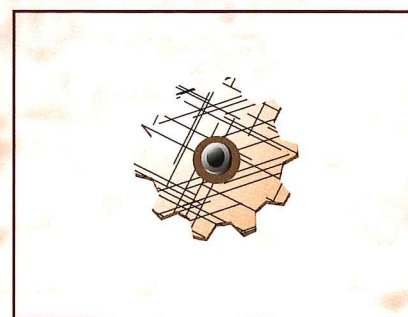


THIS YELLOW JEWEL ENHANCES YOUR VITALITY.

WHERE FOUND:
VARIOUS LOCATIONS

USE: MAKES SAMANOSUKE'S VITALITY BAR LONGER

GEAR

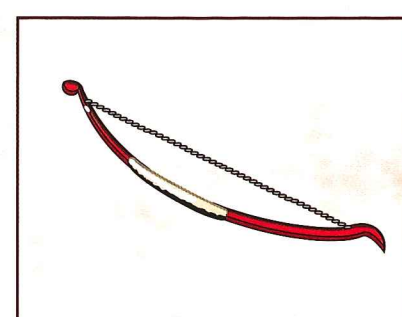


A GEAR MADE OF WOOD. WHY HASN'T IT BEEN USED VERY OFTEN?

WHERE FOUND:
OUTSIDE PRISON DOOR, WEST AREA

USE: OPENING TRICK CUPBOARD

GREAT BOW

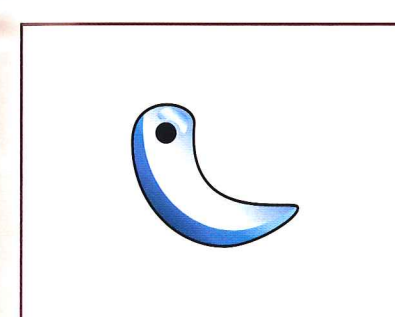


YOU NEED AN ARROW THAT CAN MATCH THIS BOW TO USE IT.

WHERE FOUND:
TURRET, EAST AREA

USE: FIRING GREAT ARROW TO BREAK SEAL ON GATE TO DARK REALM

MAGIC JEWEL

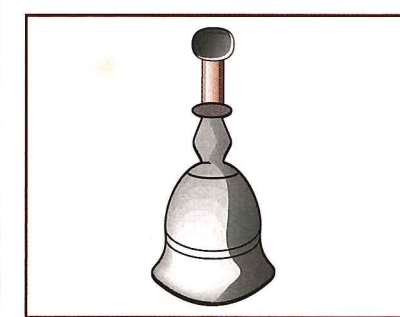


THIS BLUE JEWEL WILL ENHANCE YOUR MAGIC POWER.

WHERE FOUND:
VARIOUS LOCATIONS

USE: MAKES SAMANOSUKE'S ORB MAGIC BAR LONGER

PURIFIER BELL

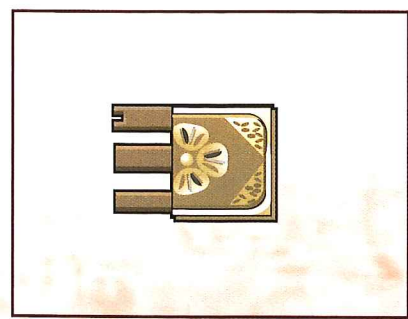


RING THIS BELL TO PURIFY THE CURSED.

WHERE FOUND: UNDER THE KEEP

USE: CLEARS PATHWAY THROUGH TORMENTED SOULS

GOLD PLATE

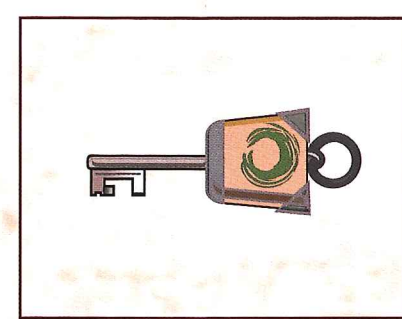


THIS APPEARS TO BE USED AS A STARTER KEY OR SOMETHING

WHERE FOUND:
FURNACE ROOM, WEST AREA

USE: OPENING GATE TO PRISON

GREEN KEY

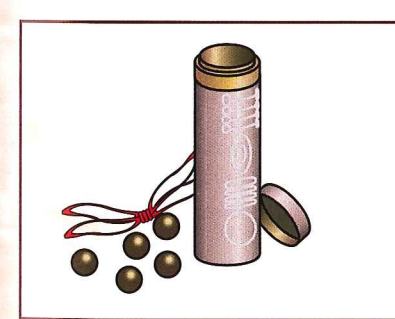


A KEY THAT HAS A GREEN CIRCLE DRAWN AT THE HANDLE.

WHERE FOUND:
LOCKED TREASURE BOX, EAST AREA

USE: OPENING DOORS MARKED WITH GREEN INK

MEDICINE

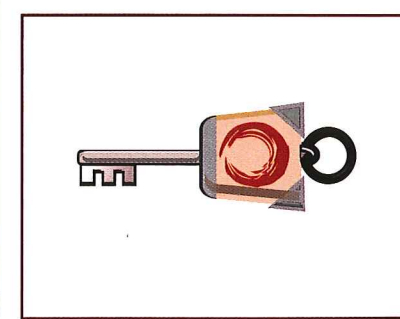


THIS MEDICINE HELPS YOU RECOVER A LARGE AMOUNT OF VITALITY.

WHERE FOUND:
VARIOUS LOCATIONS

USE: HEALING

RED KEY



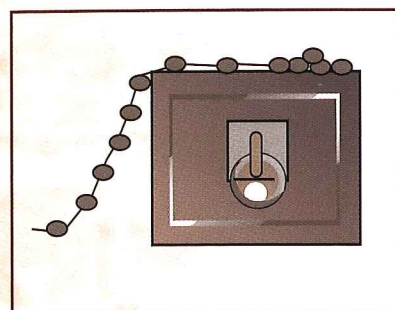
A KEY THAT HAS A RED CIRCLE DRAWN AT THE HANDLE.

WHERE FOUND: KEEP, FIRST FLOOR

USE: OPENING THE DOOR MARKED WITH RED INK



ROPE LADDER

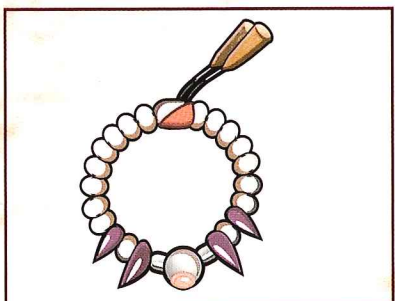


A VERY DURABLE LADDER MADE OF COTTON ROPE.

WHERE FOUND: UNDERGROUND TEMPLE

USE: CLIMBING DOWN TO DRAINED MOAT

ROSARY of COMMUNICATION

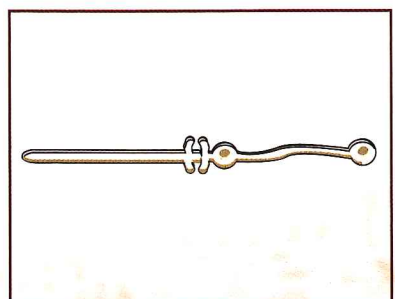


THIS ITEM ALLOWS YOU TO HEAR THE DECEASED.

WHERE FOUND: UNDER THE KEEP

USE: HEARING THE SPIRITS OF THE DEAD

SHINOBI KIT

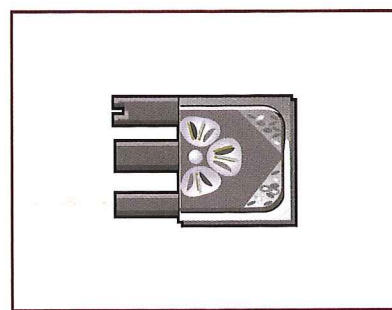


THIS KIT HELPS NINJAS UNLOCK DOORS AND DISARM TRAPS.

WHERE FOUND: BASIC EQUIPMENT

USE: ALLOWS KAEDE TO OPEN LOCKED DOORS

SILVER PLATE

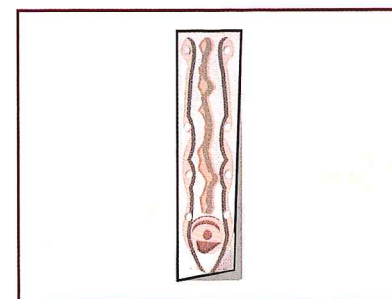


THIS ITEM APPEARS TO BE USED TO START SOMETHING....

WHERE FOUND: BEHIND TRICK CUPBOARD, WEST AREA

USE: OPENING GATE TO PRISON

SOUL ABSORBER

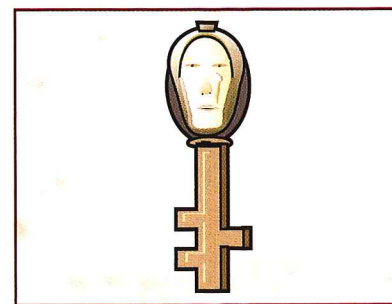


THIS ITEM LETS YOU AUTOMATICALLY ABSORB A MONSTER'S VITALITY.

WHERE FOUND: VARIOUS LOCATIONS

USE: STEALING SOULS FROM DEMONS WITHOUT COMBAT

STATUE HEAD

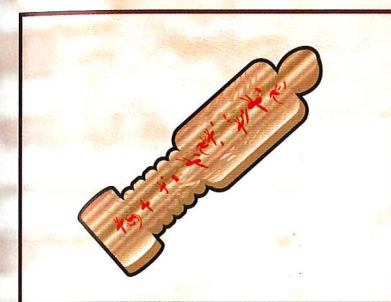


THE NECK IS SHAPED LIKE A KEY. MAYBE IT COULD START

WHERE FOUND: BAGUWASSHA'S COURTYARD

USE: LIFTING GATE GUARDING MATCHLOCK, WEST AREA

TALISMAN

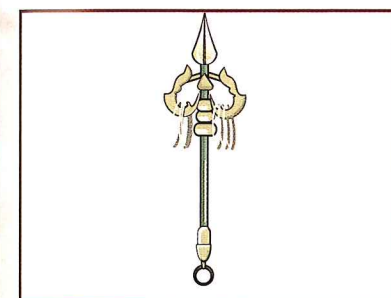


THIS ITEM LETS YOU FULLY RECOVER YOUR VITALITY IF YOU'RE FATALY WOUNDED.

WHERE FOUND: DARK REALM; BEHIND WALL HANGING IN EAST AREA

USE: RESTORING YOU TO LIFE IF YOU DIE

VISION STAFF

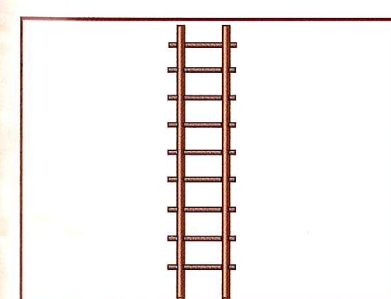


THE ONE WHO HAS THIS STAFF CAN SEE THE GLOWING FLUORITE.

WHERE FOUND: STATUE OF THE WEST ROOM, WEST AREA

USE: FINDING FLUORITE

WOOD LADDER



A TYPICAL LADDER THAT IS USED TO CLIMB WALLS.

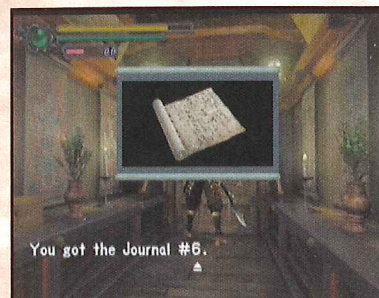
WHERE FOUND: UNDER THE KEEP

USE: CLIMBING UP WELL IN THE KEEP





BOOKS and DOCUMENTS



Saimyou's Journals look like this; he didn't have time to make them fancy.

In your travels through Inabayama Castle and its surroundings, you find many documents that your predecessors have left behind – journals, books, and maps that give you clues about what the Demons are doing and how to thwart their plans. Some make sense immediately, and some may take a little longer to understand

There are six parts to the Journals. They were left behind by an acolyte named Saimyou whose master was killed by the Demons. Saimyou lasted a little longer and managed to record his experiences, including drawings of the Demons' activities.

Less artistic but more durably bound are the colored books, of which you will find five – blue, red, green orange, and white. These are the journals of the Demon surgeon Guildenstern, and they give you valuable information about what the Demons want with humanity and why they've kidnapped Princess Yuki and resurrected Lord Nobunaga.

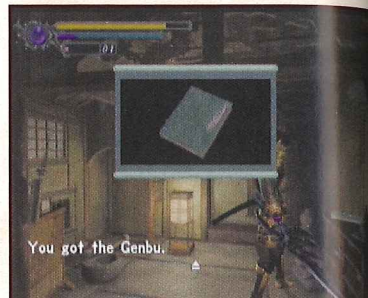
The most attractive books are the Apocalypses 1 and 2. Leatherbound and gilt edged, they describe the Dark Ceremony and what it means to the Demons.

The most useful of all the documents you find are the Seiryu, the Suzaku, the Byakko, and the Genbu. Each of these code books has been torn into four fragments and scattered about the Castle and its environs. Each one, when reassembled, contains the answer to one of the questions posed by the Puzzle Boxes.

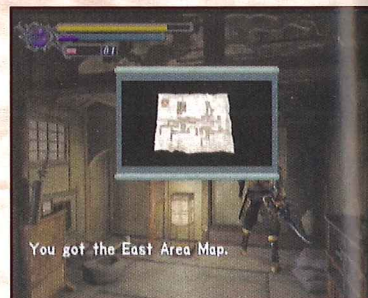
The last category of documents you encounter is maps. All the areas into which you venture are detailed in the Nanamagari Map, the Underground Temple Map, the South Area Map, the Keep Map, the Keep Underground Map, the West Area Map, the East Area Map, and the Dark Realm Map.



TIP: Press down on the right analog stick of your controller to get a view of the map you're on. It's helpful to orient yourself without having to navigate the menus.



The colored books and the code books are attractively bound.



The maps are in good shape despite the damp air and rampaging Demons.

HOW TO USE THIS WALKTHROUGH



Onimusha: Warlords – Prima's Official Strategy Guide is organized to give you fast and easily access to the information you need: find every item, view all the maps, and use our hints and tactics to help you defeat enemies.

WALKTHROUGH

The numbers on the maps correspond to the numbers on the screens or text that comes after each map. They point out such things as important events, puzzles, and tasks you must complete.

This guide does *not* take you step-by-step through every battle, door, and room in the game. *Onimusha* has an element of choice and randomness to it that makes the game

new and entertaining every time you play. That element, however, means that you can choose to visit certain areas or solve certain puzzles in a different order than your friend. Nonetheless, this guide provides maps that show you the location of every item and it gives you tactics for battling every enemy – the rest is up to you.

MAPS

Each map has a quick list of general information about the areas shown. It reveals the items you can pick up, what enemies you'll face, how many Magic Mirrors there are, and what documents you can pick up in the areas shown on the map. Like so:

Items: Herb x2, Fluorite x3
Foes: Three Eyes, Soldier Demons, Long Arm Demons
Magic Mirrors: 2
Documents: West Area Map, Suzaku Journal 5

You should also use this list as a legend. It shows what the icons on the map symbolize.

BOSSSES

Each high-powered Demon Boss has its own section in the walkthrough. These sections describe the attacks each Boss has and explains, in detail, the best strategy for fighting them.

The Boss sections include a table of information about their attacks. The table gives the name of each attack, how much damage it does, and whether or not it can be blocked. If an attack has a **No** in the "Can You Block?" column, it means that you can't avoid damage by holding [L1] and letting the attack hit. You can dodge or run away from an attack that can't be blocked, you just can't protect yourself with a sword.

Now you're as ready as you'll ever be to jump into the mythic world of feudal Japan. Strap on the lacquered armor, grab your sword, and make sure you've got your ninja companion handy.





WALKTHROUGH

Take time to watch the game's entire introduction in order to gain a basic understanding of the background story.



It seems that war has been declared.



Here's our hero, Samanosuke Akechi. He's gotten himself into a little trouble.



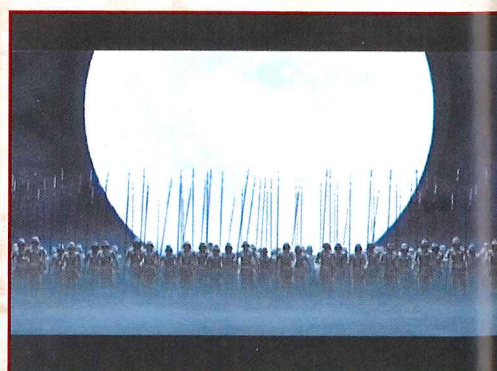
Lord Nobunaga is not a nice fellow, so that arrow in his neck isn't the saddest thing in the world. It's ironic, though, since he had just won the battle.



This is Princess Yuki. Her brother split away from her father's house and took Samanosuke with him. Yuki misses Samanosuke, who happens to be her cousin.



Samanosuke knows something is wrong, but he arrives too late to save Princess Yuki from the kidnappers.



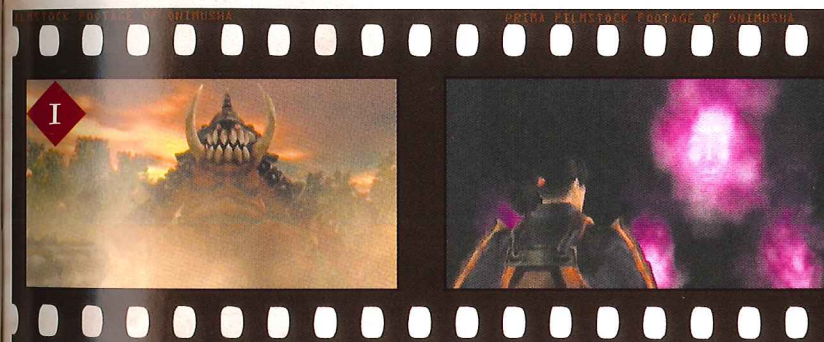
Unknown to our hero, a dark army marches on. Lord Nobunaga leads the horde, despite the sudden death he suffered earlier. And so our story begins....

the BEGINNING

Items: Herb
Foes: Soldier Demons, Three Eyes
Magic Mirrors: 1
Documents: Instructions



You find a pair of Three Eyes carrying Princess Yuki. Thrash them around until they run away.



A big ugly demon named Osric shows up and knocks you out. Say goodnight, Samanosuke

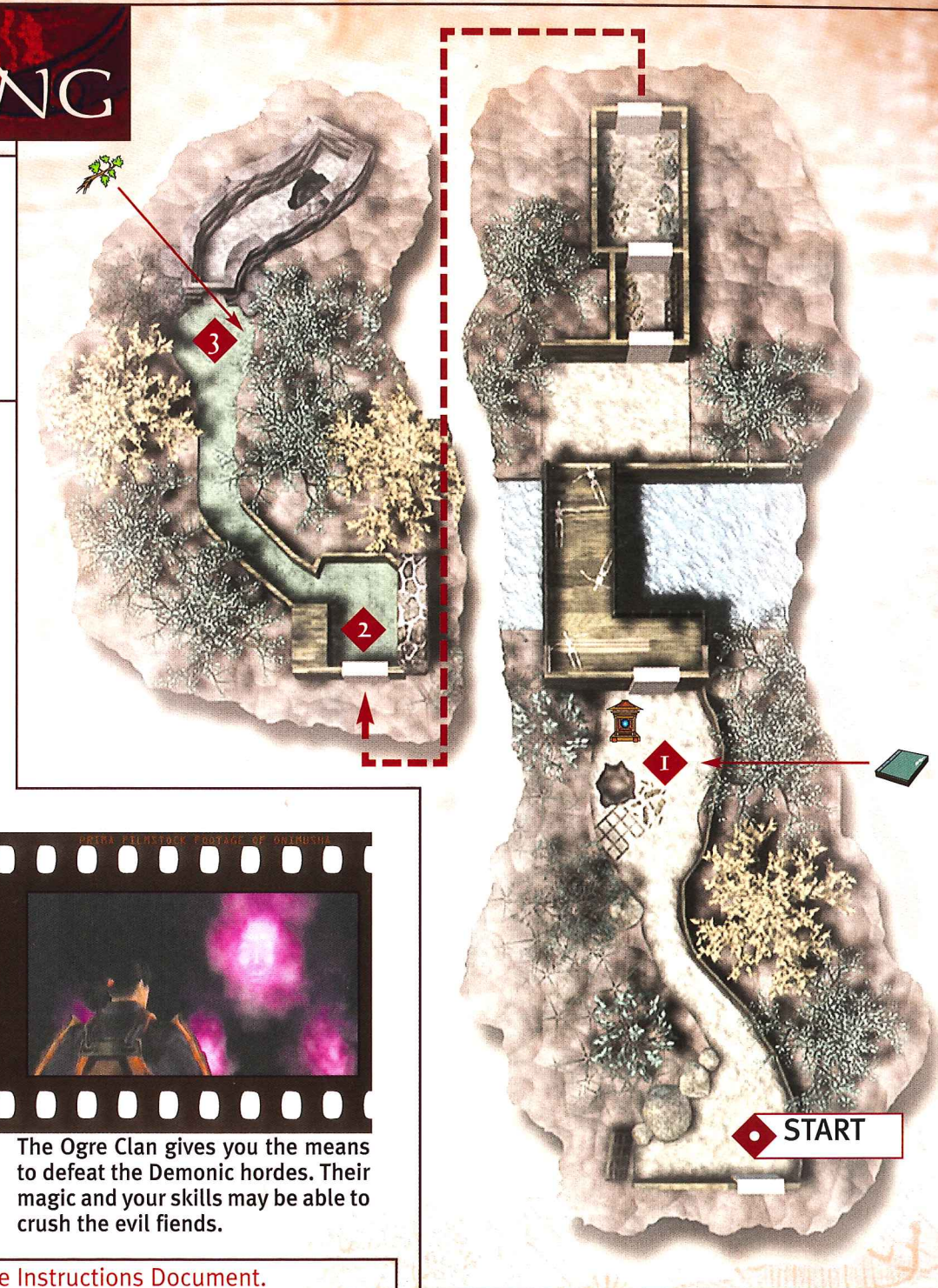
The Ogre Clan gives you the means to defeat the Demonic hordes. Their magic and your skills may be able to crush the evil fiends.

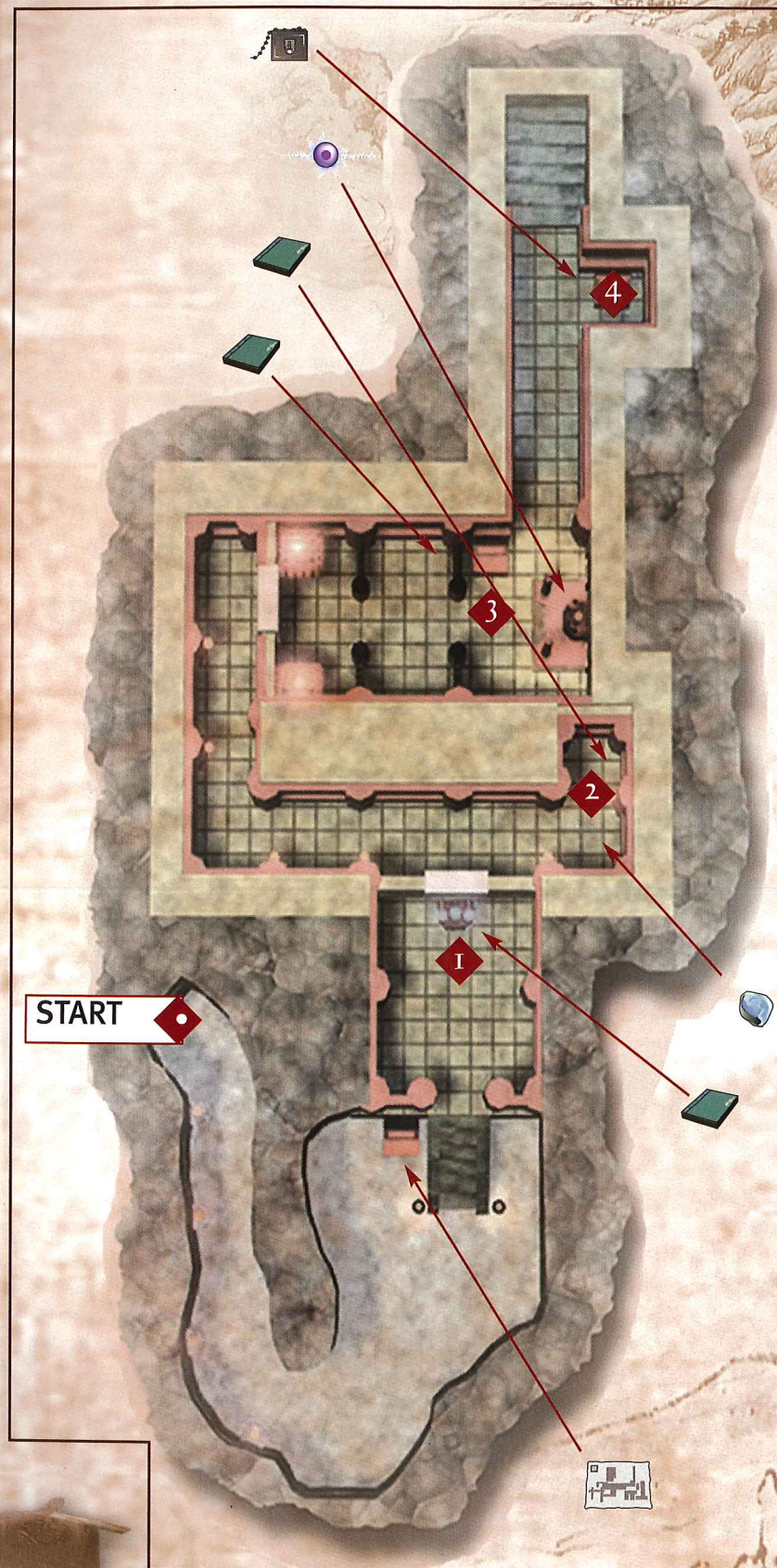
NOTE: You also get the Instructions Document. It'll give you a quick rundown of the Gauntlet's uses.

After your first couple of fights, you have a conversation with a group of frightened soldiers. They point the way to the keep, where Princess Yuki may have been taken.



Up the path and outside a cave, defeat the Three Eyes. Grab the Herb to the right of the cave. Go in the cave and head down the hole. You can't go back out, but don't worry; there's nothing left for you here.





the THUNDER ORB

Items: Underground Temple Map, Fluorite, Thunder Orb, Rope Ladder

Foes: Soldier Demons, Three Eyes

Magic Mirrors: 0

Documents: Sougen's Note, Seiryu Vol. 1, Journal 1



Take out a few Three Eyes and grab the Map from the box by the stairs, then head up the stairs to the Mummified Monk. He guards Sougen's Note, which says that, with the Ogre Gauntlet, you'll have a chance against the Demons.



The Seiryu Vol. 1 rests in a cupboard in the corner. Make sure you grab the Fluorite in the second cupboard down from the Seiryu.

NOTE: The Seiryu is the first of the code books that helps you open the Puzzle Boxes. There are four code books and four parts to each of the code books. See "Game Basics" for more information on the Puzzle Boxes.

TIP: There are 20 pieces of Fluorite scattered throughout the game. Make an effort to collect all of them. You'll get a prize at the end of the game if you do.

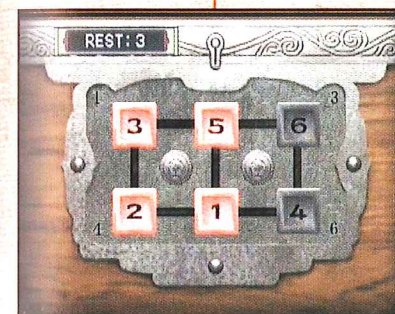


Bust the pots to reveal a box with Journal 1 inside. It seems that Saimyou is going to record his fight against the Demons. However, that Mummified Monk was Saimyou's master, Sougen. What happened to Saimyou and Sougen? Head to the altar and pick up the Thunder Orb.

NOTE: Congratulations, you now have the first of the special swords. You equip it automatically. Your next fight may be a bit smoother now that you have a more powerful weapon.

PUZZLE

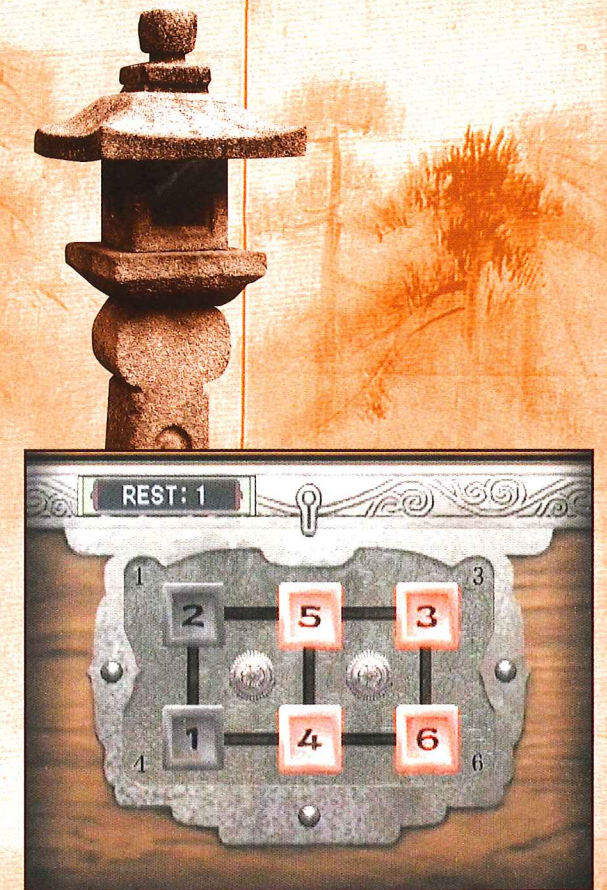
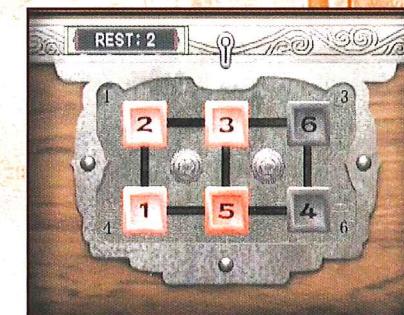
4 You'll run into these Trick Treasure Boxes throughout the game. You must set the sliding tiles in the proper order within the amount of turns indicated on the box.



As you can see in the upper left corner, this box must be solved within three turns.

The stones are dark gray when they're in the wrong position and light gray when they're in the right position. Luckily, there are marks in the corners to help you out. Here are the first few moves to make in order to solve this box in the allotted turns.

Start by highlighting the left set of four tiles. You have to move four at a time. Press **X** and they'll turn clockwise once. The result should look like the screen.



Shift to the right set of tiles and move them once so they look like this. Now just go back to the left set and move them once to unlock the box. You'll get the Rope Ladder.




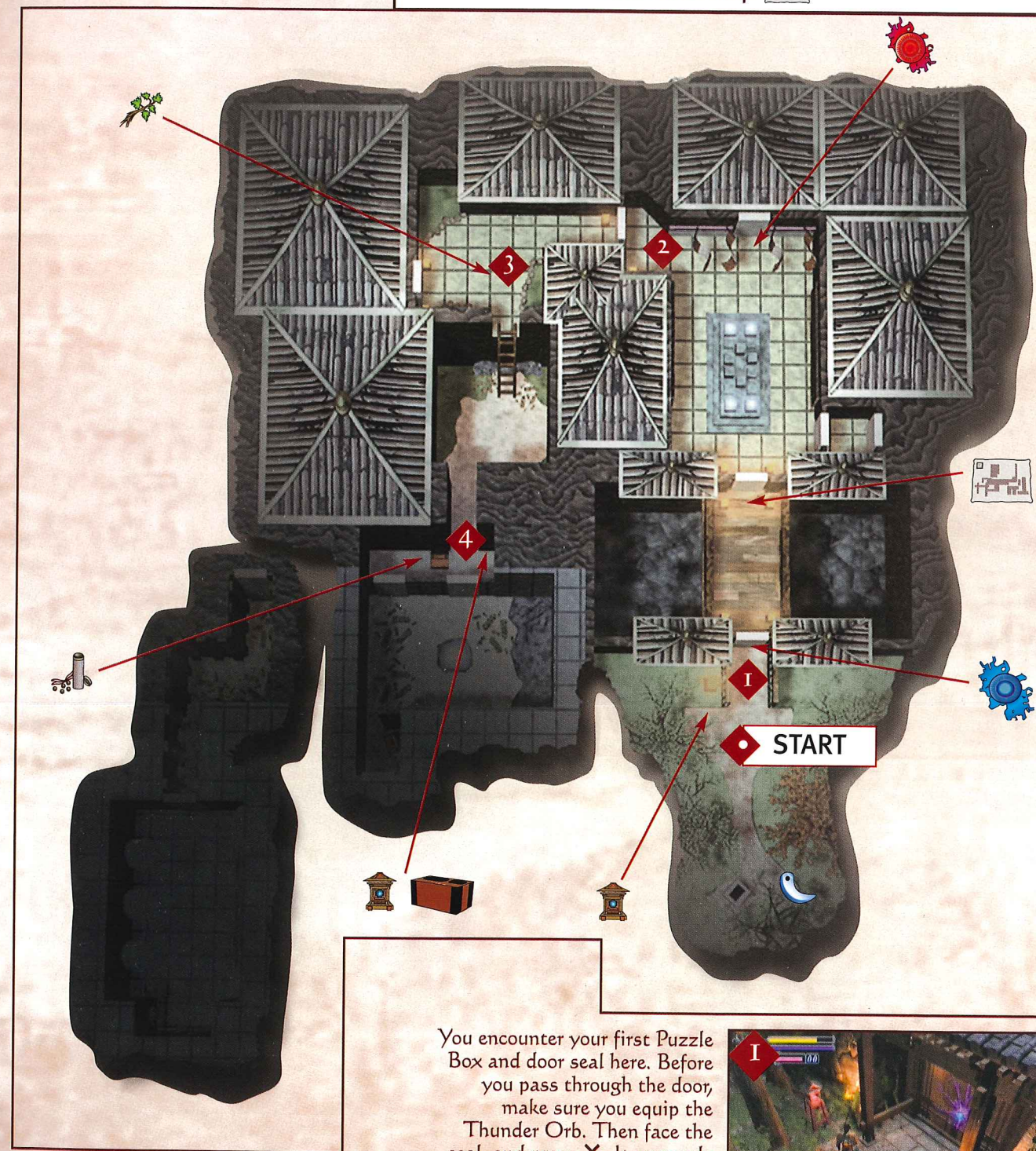
BEYOND THUNDER ORB

Items: Magic Jewel , Herb , Medicine 

Foes: Bazuu, Barabazuu, Soldier Demons

Magic Mirrors: 2 

Documents: South Area Map 



You encounter your first Puzzle Box and door seal here. Before you pass through the door, make sure you equip the Thunder Orb. Then face the seal, and press X. It responds to the Level 1 Thunder Orb and lets you pass.



NOTE: You don't have the proper code books to solve the Puzzle Box yet. We'll let you know when you've got the proper code books and lead you back later.



To progress, you must fight your way past Barabazuu. Use your magical attack to whittle him down quickly. Slide through the door he was guarding.

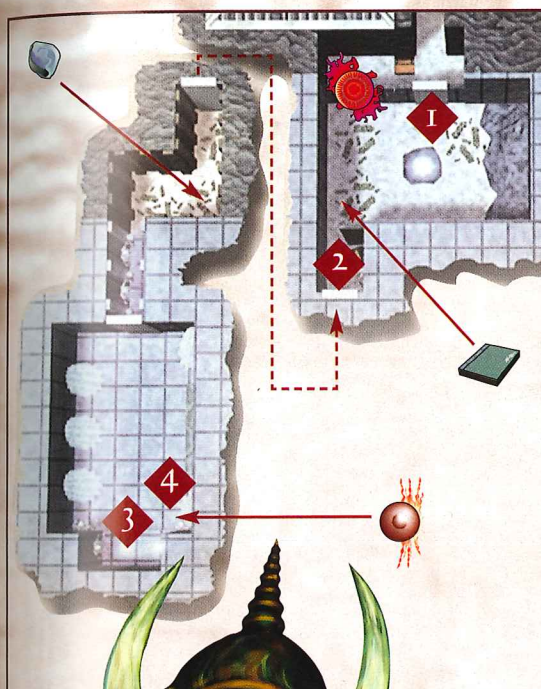


Save the soldier from the Soldier Demons, and he'll drop a bit of Herb for you. Then head to the break in the wall and use the Rope Ladder. Climb down.



Break the box near the sealed door to get the Medicine. Save your progress and head through the double doors. Get ready for the first Boss battle.

NOTE: Once again, there's a Puzzle Box that you don't yet have the means to solve. We'll come back to this when you can solve it.



the FIRST BOSS and the FIRE ORB

Items: Fluorite , Fire Orb 

Foes: Osric (Boss), Reynaldo, Gyarun

Magic Mirrors: 0

Documents: Journal 2 

Boss: Osric

ATTACKS

Attack Name	Damage	Can You Block?
Sideswipe	15	Yes
Crazed Turning Sideswipe	20	Yes
Underhand Stroke	25	Yes
Overhand Attack	30	No
Pound Attack (after Overhand)	30	No
Crazed Charge Attack	35	No

Osric is the big nasty Demon that made off with Princess Yuki in the beginning. He's tricky if you're unfamiliar with Samanosuke and, at this point in the game, you don't have much experience playing the samurai. Here are some tactics to try.



Make sure you've equipped the Thunder Orb so you can hit him with it immediately. As soon as the attack finishes, suck up whatever Souls are floating around, then hit him with another magic whammy. If you're lucky, Osric will





between you and him before sucking it up. If you get enough energy, hit him with magic attacks whenever you can.

The most difficult part is recognizing when Osric is going to hit you with a swipe of his club that can't be blocked. You may take a beating your first time out, but as soon as you're familiar with his tactics, you'll be able to school him in the ancient art of samurai butt kicking.

spout some white Souls to pump your magic energy up so you can hit him once or twice more. As soon as the magic is gone, run away.

Osric has a few attacks you can't block, his Overhand Attack and his Crazy Charge are the most common. If you see his arm swing up over his head, hold [R1] and sidestep out of the way. If you get knocked flat by the Overhand, the beast will follow up with the Pound Attack.

When Osric bellows and shakes, he's Crazy. If he then lowers his head and stomps his feet, he's getting ready to charge, so run away.

Otherwise, watch his arms. When he's about to attack, hold [L1] to block his normal blows, then counter with a few fast hits. If he spouts some Magic Energy, make sure you get some space



Through the hole that Osric opens up when he falls, you'll find a box with Journal 2. Saimyou has a sad tale. Continue on and smash the pots in the next room to find a chunk of Fluorite in the corner.



After defeating the slippery Reynaldo, grab the Fire Orb from its stand in the corner. Now you have the second magic sword Samanosuke uses.



When you pass by the defeated Osric, a gang of Gyarans suck away his energy. Destroy the Gyarans and take back the bounty. Then use the Fire Orb sword to open the seal on the small door.



Who-what-is this thing? He doesn't look like a nice guy.

He reveals that he operated on Lord Nobunaga, resurrecting him from the dead. In return, Nobunaga is going to serve the Demons. Dismissing you as weak, the creature sets his newest creation, Reynaldo, on you. Fight for your life!



TIP: Use the Thunder Orb when you're after the Gyarans. Get near them and start swinging away. Eventually, you'll hit them.

a STRANGE MEETING

Items: Normal Arrows , Herb , Fluorite , Bow

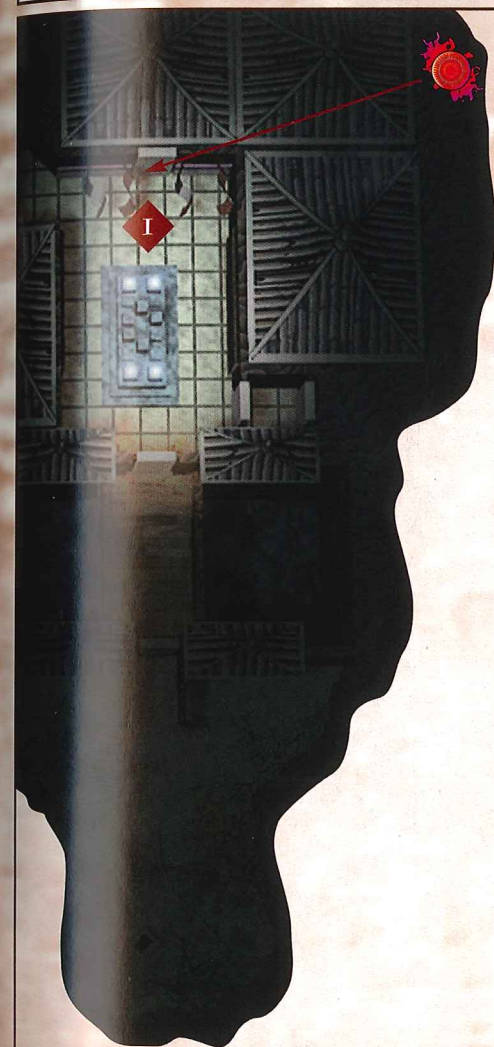
Foes: Soldier Demons, Long Arm Demons

Magic Mirrors: 1

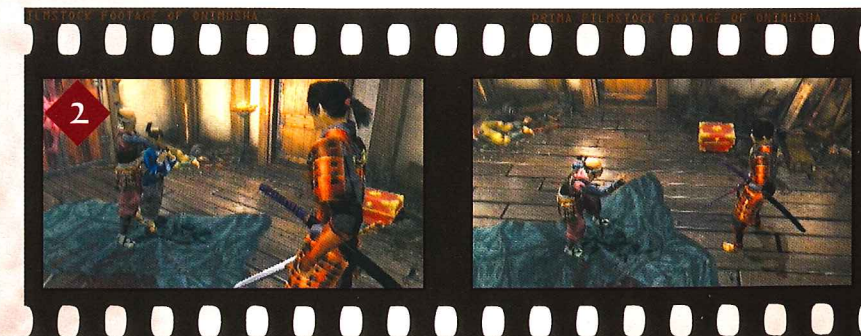
Documents: Keep Map , Journal 3 , Suzaku Vol. 2



Return to the courtyard of the South Area – where you first encountered the Minotaur. Use the Fire Orb to get through the door, and you'll see the battered main room of the keep and encounter your first Red Samurai Demon.



NOTE: You'll find a Magic Mirror and a Fountain through the door in the northwest corner – and a strange man. He won't talk to you just yet, but remember where to find him. Go back to the main room and through the double doors to the north.



Samanosuke meets the monkey-like Tokichiro Kinoshita – an actual historical figure of considerable power. He's trying to subdue a young boy who gets away from him.

The little man attempts to win Samanosuke to his side, but fails. No worries, though, he'll try again later.

ONIMUSHA™

Warlords



Past a tight hallway stuffed with Demons, you'll find this room under the stairs. Pick up the Suzaku – don't swing your sword around or you might cut the rope – and then check out the Trick Treasure Box.



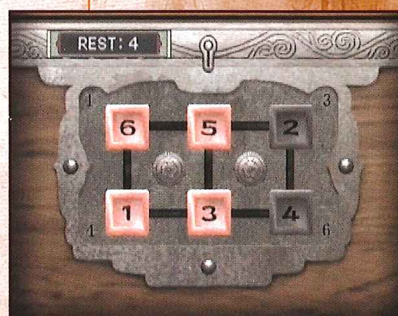
Past a weird-looking door, you run into Kaede and Yumemaru. After a brief exchange, Yumemaru – a small boy – slips away from the highly trained duo of ninja and samurai. Kaede goes off to search for information on Yumemaru, while Samanosuke continues searching for the princess.



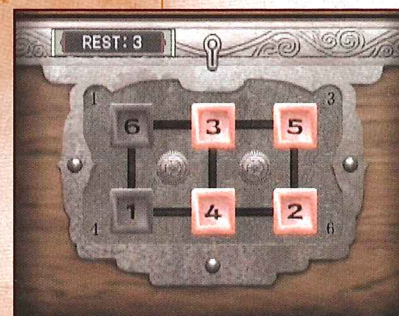
Open the box with the Herb in it and get the Fluorite on the shelf above the box. Head up the stairs.

PUZZLE

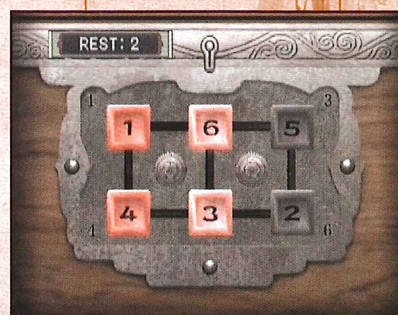
4 Once again, you must set the tiles in the proper order to unlock this box. This one must be solved in five turns.



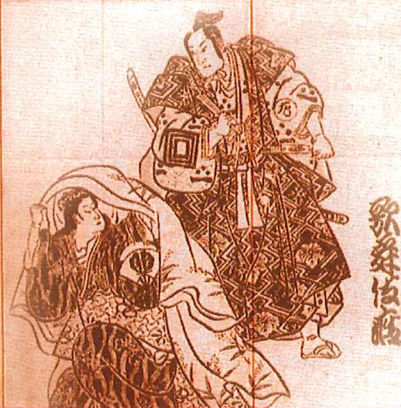
Press **X** to turn the left set of four so that it looks like this.







Switch to the right set of four and turn them once so they look like this.



Go back to the left set and turn it once, like so. That sets the left side properly. Now simply move to the right side and turn it until the stones are set and the box clicks open. You'll find the Bow.



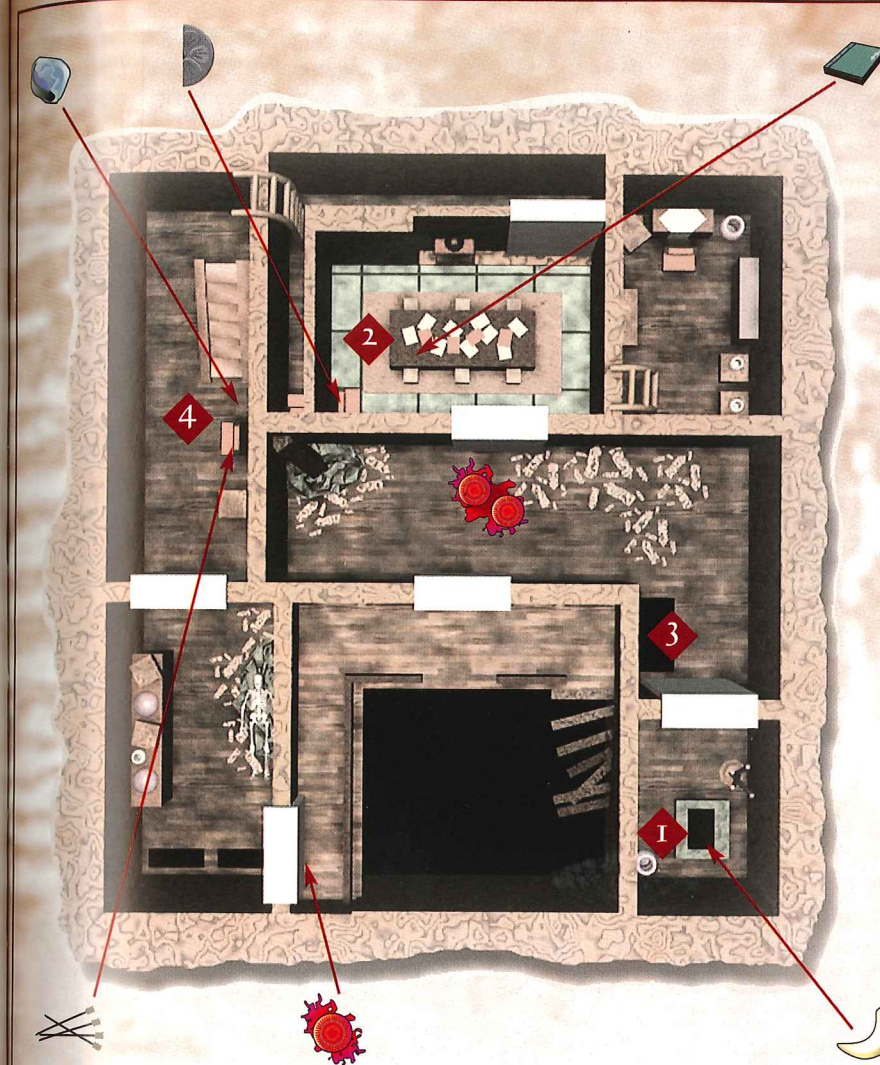
ONTO the SECOND FLOOR

Items: Power Jewel ,
Normal Arrows ,
Fluorite ,
Right Crest Piece 

Foes: Three Eyes, Long Arm Demons, Soldier Demons

Magic Mirrors: 0

Documents: Red Book 



After you get the Bow, climb the stairs in the cramped hallway and go through the door just to the right of the stairs. Examine the bucket to get the Power Jewel. Once you have it, cut the rope for fun.

TIP: If you've followed our advice from earlier sections, you'll have boosted the Thunder Orb to Level 2 and then started pumping up the Fire Orb. You should be very close to Level 2 on the Fire Orb. If you're short, spend some time destroying Demons and then Enhance the flaming blade.



On the balcony, equip the Bow and stand in the northeast corner. From there, you can destroy the Demons and save the soldiers. They'll leave items that you can pick up later. For now, head through the door with the Level 1 Fire Orb seal on it.





Go through the Level 2 Fire Orb door. You'll find the Red Book and the Right Crest Piece. Check out the wall next to the armor – it's a secret passage. You'll find a way to use it later.



Smash the boxes to find the Arrows and grab the Fluorite just to the left of the box. Now make your way up the stairs.



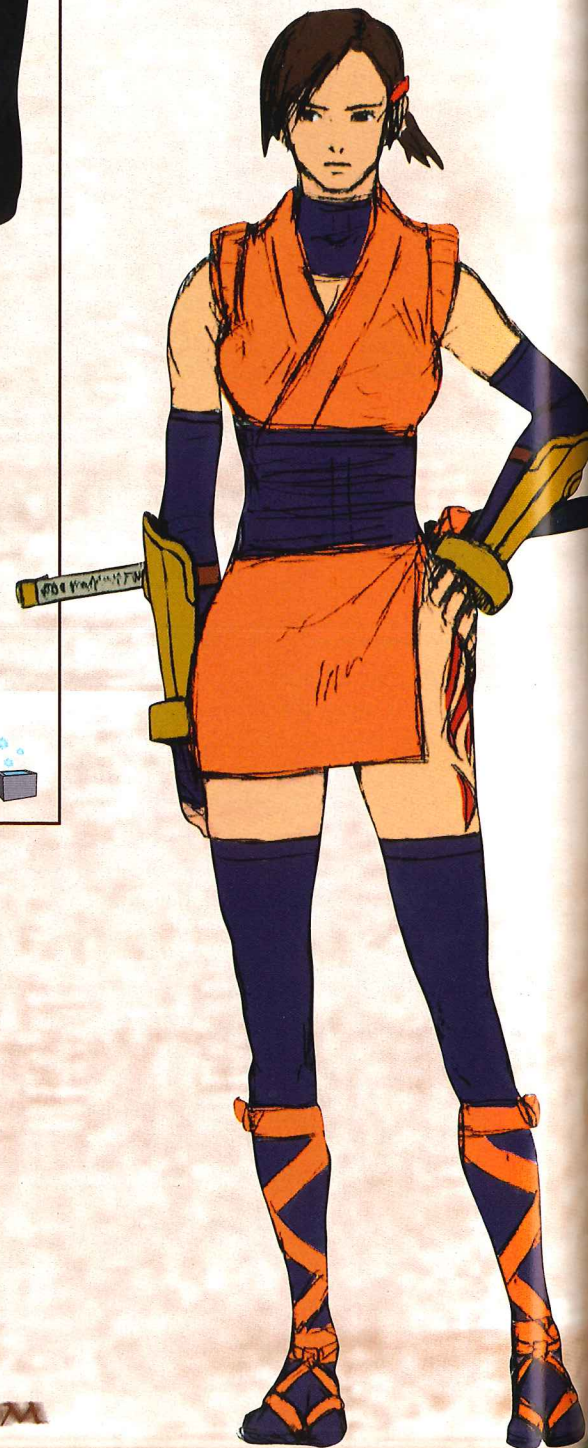
the SECOND FLOOR PUZZLES

Items: Normal Arrows , Holy Armor 

Foes: None

Magic Mirrors: 1 Documents: Byakko Vol. 2 

 **NOTE:** This is the most puzzle-intensive level of the game. Get your thinking cap on.



After entering the double-sealed door, Kaede runs up and tells you about Yumemaru. It's a sad tale, but he seems like a nice enough kid.

As soon as you have the information, though, a trap is sprung. You must find a way out.

the SECOND FLOOR PUZZLES

PUZZLE

I The gates are controlled by the big levers. Move Samanosuke to the first one and press X. He muscled it down and the first gate rises.



Now you control Kaede for the first time. Have her run to the next set of levers and pull the one on her right. That keeps the gate open when Samanosuke lets go of his lever.



Have Samanosuke pull the lever next to Kaede. It opens up a new gate and returns your control to Kaede. Run her to the lever next to the last gate. Press X and she pulls it. Do *not* pull the middle lever! Trust us.

Samanosuke can get to the box in the corner now. Open it to find the Holy Armor. Go to your equipment screen and don the armor by highlighting the Armor slot and pressing X. You can then choose and equip the Holy Armor. It keeps the Gyarans away from you and gives better protection. Now, go to the lever two away from Kaede – *not* the middle lever – and give it a pull.



Now there's only one lever left next to the exit door. Guess what you should do next.



 **NOTE:** When you find the room with the Magic Fountain, use Samanosuke's Fire Orb magic to shed some light on the area. Fill up on Magic Energy, and don't waste any until you get to the Boss fight on the roof.

鬼武者





PUZZLE

2 Here's the spike room of death. Some of the squares have one of two different symbols on them – x and +. In the upper-left corner is a square with a circle on it. Your goal is to get a character onto that square; it shuts off the trap and allow you to move on.

The symbols show which squares will open onto the spikes below when you step on them. Look at one of the + squares. Every square that lines up with the "arms" of the + will open when a character stands on it.

Standing on an x square triggers the squares on diagonal lines that match up to the arms of the x.



Samanosuke is standing on an x square, and the open squares line up in diagonals with the x.

Repeat this pattern, moving Samanosuke as far forward as you can and keeping Kaede on the same square. Within a few moves, you'll be able to shut off the trap.

Start with Samanosuke and put him on the square farthest from the start that won't send Kaede into the spike pit. Then move Kaede onto the square closest to the start that won't hurt Samanosuke.

Usually, there's a square in one of the corners closest to Kaede. Use it if it's safe. Take control of Samanosuke and again move him to the farthest safe square.

When you have Kaede again, move her off of her square and then back onto her square – assuming it's safe to do so.



TIP: The pattern of squares changes with each replay of the game, so these screens may not match up with what you see. Don't worry, though, these hints will get you through in one piece.

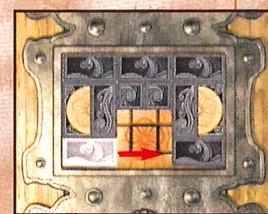


Samanosuke is standing on a +. Every square that lines up with the arms of the + is open.

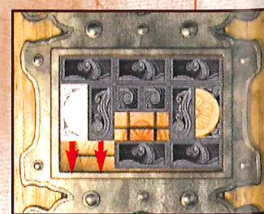
PUZZLE

3 You go from one dangerous situation into another. Proving that samurai are noble, but not as nimble as ninjas, Samanosuke saves Kaede but is stuck in a water trap.

Move Kaede to the control panel and press X to get in close. Move the blocks around by highlighting the one you want and holding X. Then use the D-Pad to move the block. The object is to move the two halves of the Saito Clan seal over the printed image of the seal on the base of the panel.



First, move the bottom left block as far right as you can.



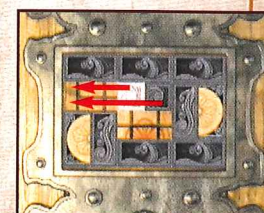
Then move the two vertical blocks to the bottom.

[continued]

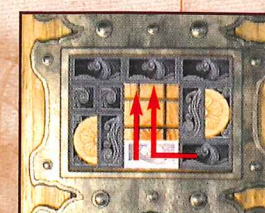
CHASING YUMEMARU

PUZZLE

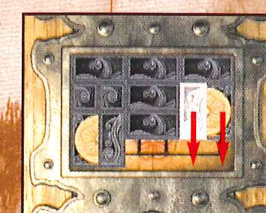
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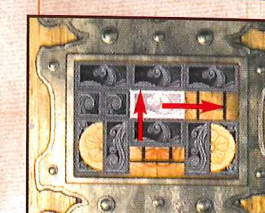
Slide the two small blocks to the left.



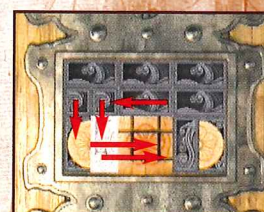
Move the block at the bottom up as far as it can go, then move the bottom-right block left and up.



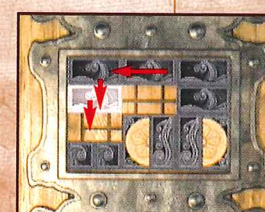
Move the vertical blocks on the right to the bottom.



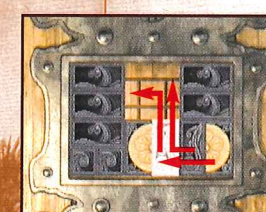
Slide the horizontal block right to fill the space created by moving the vertical blocks. Then move the other horizontal block up.



Now slide the vertical blocks on the left as far right as they can go. Fill the space they were in by sliding the small blocks down and moving the horizontal block in the middle to the left.



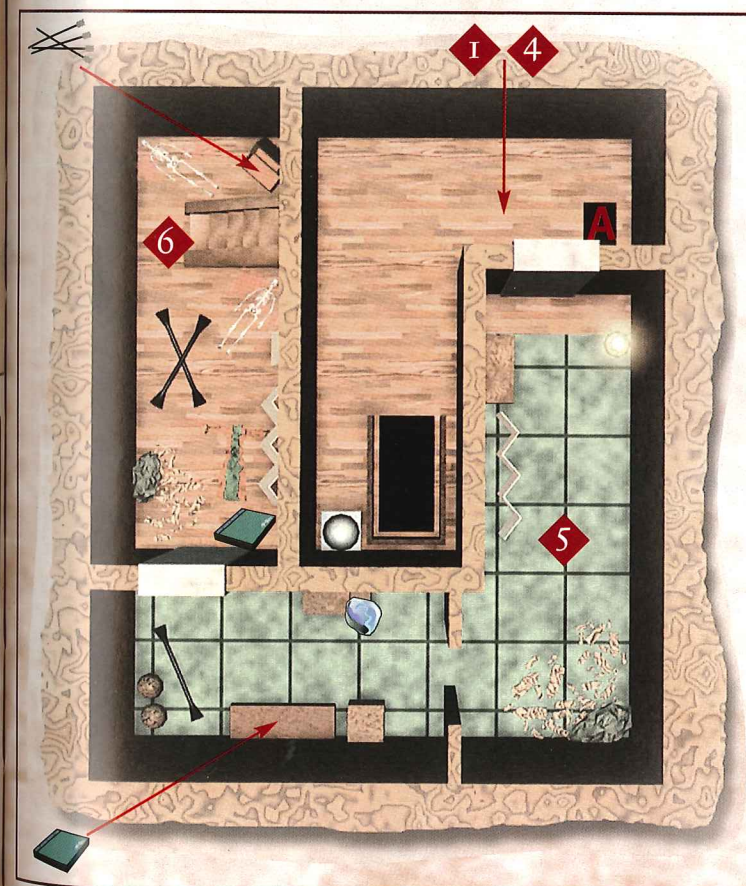
Maneuver the two horizontal blocks at the upper left down as far as they can go. After that, take the horizontal block at the top of the middle area and move it left. You're almost there.



Move the two blank horizontal blocks – the two without the halves of the seal printed on them – up and left. Follow the arrows on the screen. Only one more move to the end.



Once you're through the water trap, pull the tab on this display. This drops a staircase that lets you advance and clears the path behind you.



CHASING YUMEMARU

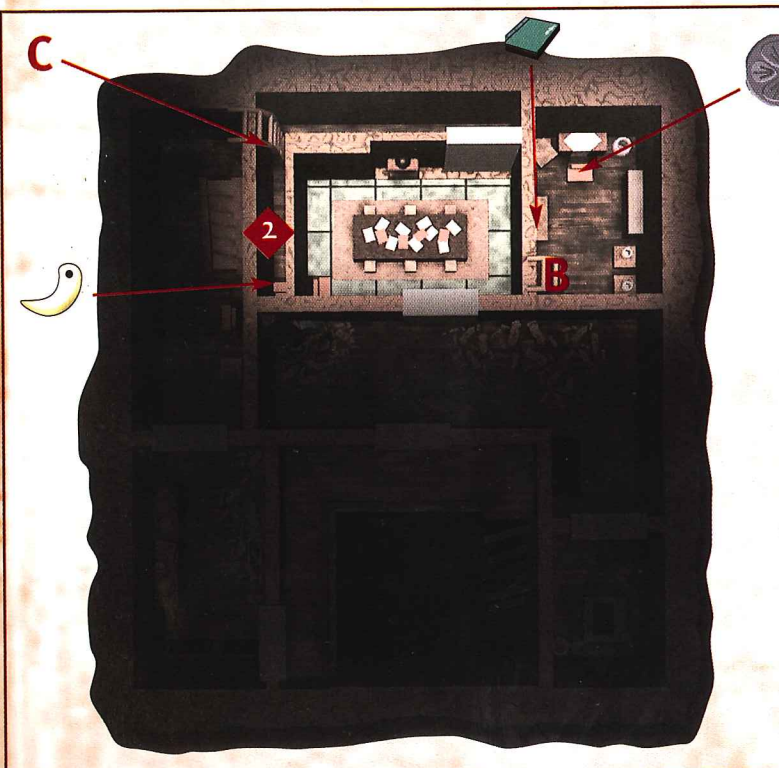
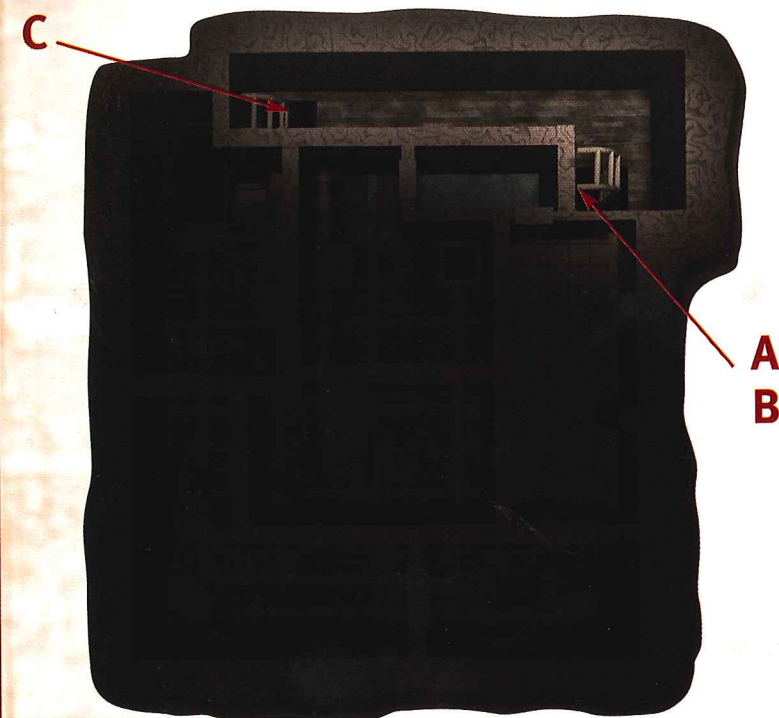
Items: Power Jewel , Left Crest Piece , Fluorite , Normal Arrows

Foes: Three Eyes

Magic Mirrors: o

Documents: Journal 4, Seiryu Vol. 2, Suzaku Vol. 1





Pass the door with the Saito seal lock and go down this ladder in the corner.



Run down the path and climb down the ladder you find at the end. Find the box to Samanosuke's right and then head to the other end of this hidden passage. You'll find the latch that opens the secret door to the war room on the keep's second floor.

NOTE: If you leave the war room and save a soldier who's battling Demons in the hall, he gives you some Normal Arrows in thanks.



Return to the ladder you took from the fourth floor and climb down one more level. In this room, you find the Left Crest Piece. Slice the tapestry on the west wall to find Journal 4. Saimyou is getting a little weird.

NOTE: Watch for wall hangings like the tapestry hiding the Journal. They often cover up little nooks with important items or documents inside.



Climb back up to the door on the fourth floor. Use the Left and Right Crest Pieces, and Samanosuke sets them in the lock. Go through the newly opened door.



You see Yumemaru, but that creepy little Tokichiro blocks your way. After spouting off some madness about joining the Demons, he leaps away, promising that you'll meet again.



Pick up the Seiryu, Fluorite, and Suzaku on your way to the stairs. After a sneak Three Eyes attack, grab the Normal Arrows in the box and head up the stairs.

NOTE: You now have enough of the Suzaku to solve the Puzzle Box in front of where you fought Osric. You can go there now, but it's a bit out of your way. We'll signal you when there's a more convenient time to get to the box.





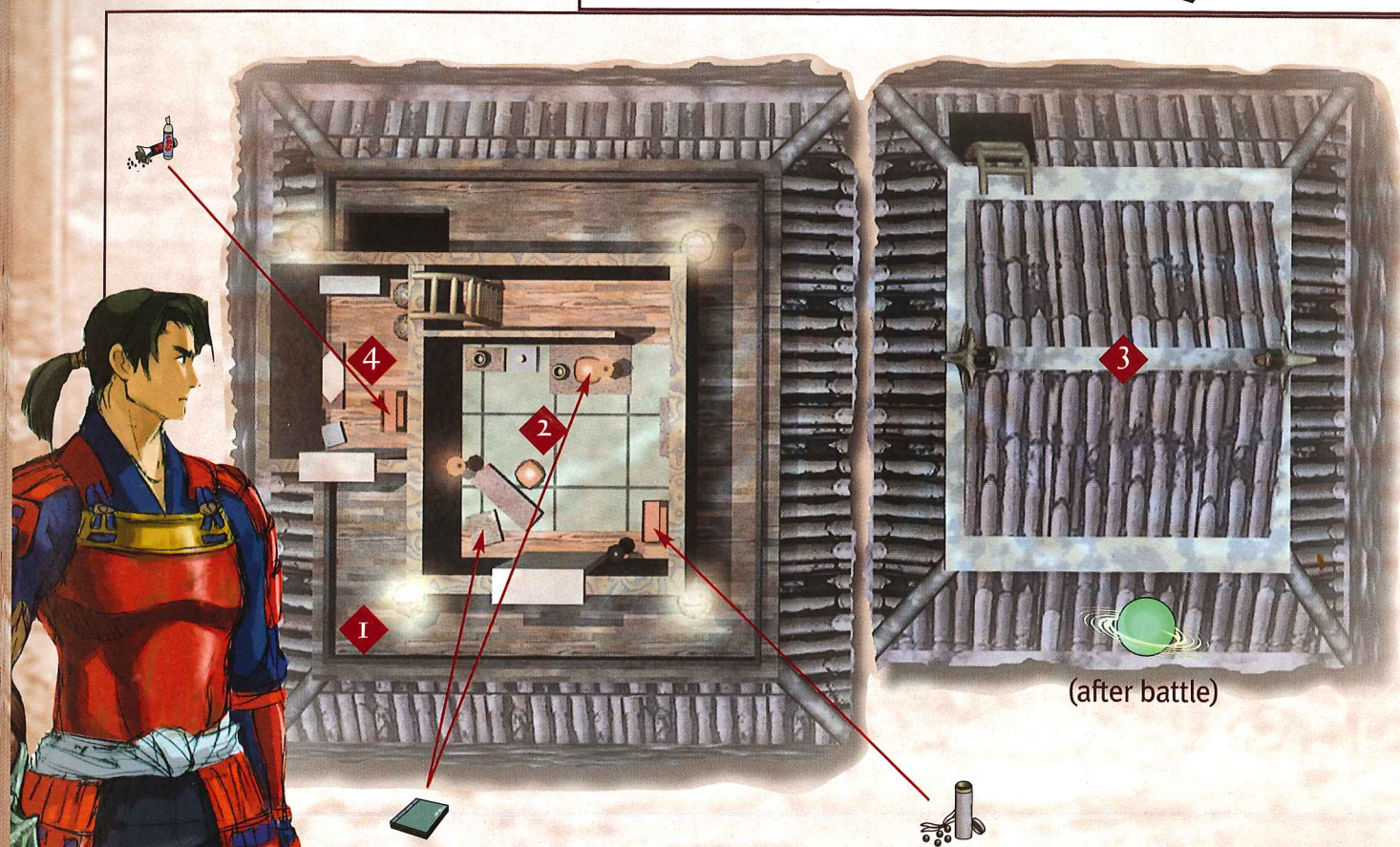
the WIND ORB

Items: Medicine , Wind Orb , Burst Bullets 

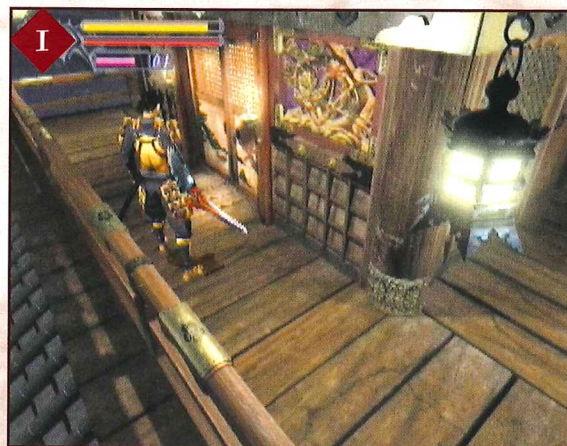
Foes: Three Eyes, Marcellus (prototype)

Magic Mirrors: 1 

Documents: Seiryu Vol. 3, Seiryu Vol. 4 



(after battle)



Once you're up the stairs and on the balcony, you can hear Yumemaru's cries for help, but he's locked behind a door with a green seal. You don't have a green orb yet, so go through the double doors.



Free the souls from the glowing object behind the screen, pick up the books and the Medicine, then save your game at the Magic Mirror. You're ready for the next big fight.

Boss: Marcellus (prototype)

ATTACKS

3

Attack Name	Damage	Can You Block?
Two-Level Combo Cut	12	Yes
Upstroke to Two-Level Combo Cut	18	Yes
Horizontal Cut	20	Yes
Lunge Down Stroke	20	Yes
Tackle to Thrust	20	Yes
Thrust	26	Yes
Tackle to Turning Cut	27	Yes
Upstroke	28	Yes
Tackle	30	Yes
Back Turning Cut	32	Yes
Down Stroke	32	Yes
Turning Cut (Impact Wave)	36 (18)	Yes
Tackle to Rising Cut	24	Yes

The enemy on the roof is easier to beat than Osric. You've got better weapons, and you're used to the mechanics of fighting. Keep your head and you'll be fine. Remember, however, that this is just a prototype. Think you'll ever meet the final product?

The Marcellus prototype has three basic attack types. The Tackle is mainly to knock you off balance. If you're blocking when he charges, you won't take any damage. The prototype Demon can follow up a Tackle with a sword swipe – like his Tackle to Thrust attack. The Tackle makes you drop your guard so that the swipe gets through and hurts you. You *can* block the Tackle, but if you see him charge, sidestep or back away since your defenses are down once you take the hit. It's his fastest attack, so be on your toes.

The Turning Cut sends out a blast of air that acts like the Shield Rush. It'll knock you back a bit but won't damage you if you're blocking. Again, he can follow up with a sword swipe to tag you while your defenses are down.

The big guy's sword attacks are basic blows that you can deflect with a block. They're slow and easy to see coming. You can block any of them. However, be aware that the Two-Level Combo Cut is a horizontal blow with an immediate backhand. The first blow knocks down your defenses and the second wounds you. Attack either as you see him winding up for a sword strike or right after his first blow. You're quicker than him, so use that to your advantage.

Start the fight by using all of your magic attacks. Hold **[R1]** so that you're facing the Marcellus prototype and hit him with everything you've got. Press **●** after every attack so that you suck up the Souls you shave off, then attack again.

You'll bust his shield after a few good hits – a lot of Souls will fly out of him when this happens. Don't relax, though,

you haven't defeated him yet. Attack after he does, then block. Attack and block, attack and block.

When you finally wear him down, he'll pitch off the roof. Press **●** to collect all the Souls he releases and then pick up the green Wind Orb. Congratulations, you now have three of the magic swords.





TIP: Your Thunder and Fire Orb swords should be Level 2 – in both categories – by now. After you get the Wind Orb, spend all the Souls you collect pumping it up to Level 2 as well.

4



Use the Wind Orb to open the seal on the room where Yumemaru is being kept. You'll find the little guy asleep. Samanosuke brings him downstairs.



The samurai tells Yumemaru that there's a whole world to explore. He tells of his travels and the things he learned outside Japan.



A maid staggers in to tell them that Princess Yuki was taken underground. Samanosuke leaves Kaede to guard the two and leaves to find the princess.



NOTE: Remember that there's a box in the room where you find Yumemaru. You'll have to go back for the Burst Bullets inside. Use the secret door in the war room on the second floor to cut your travel time. It's a detour that you can ignore if you don't want to make the trip.

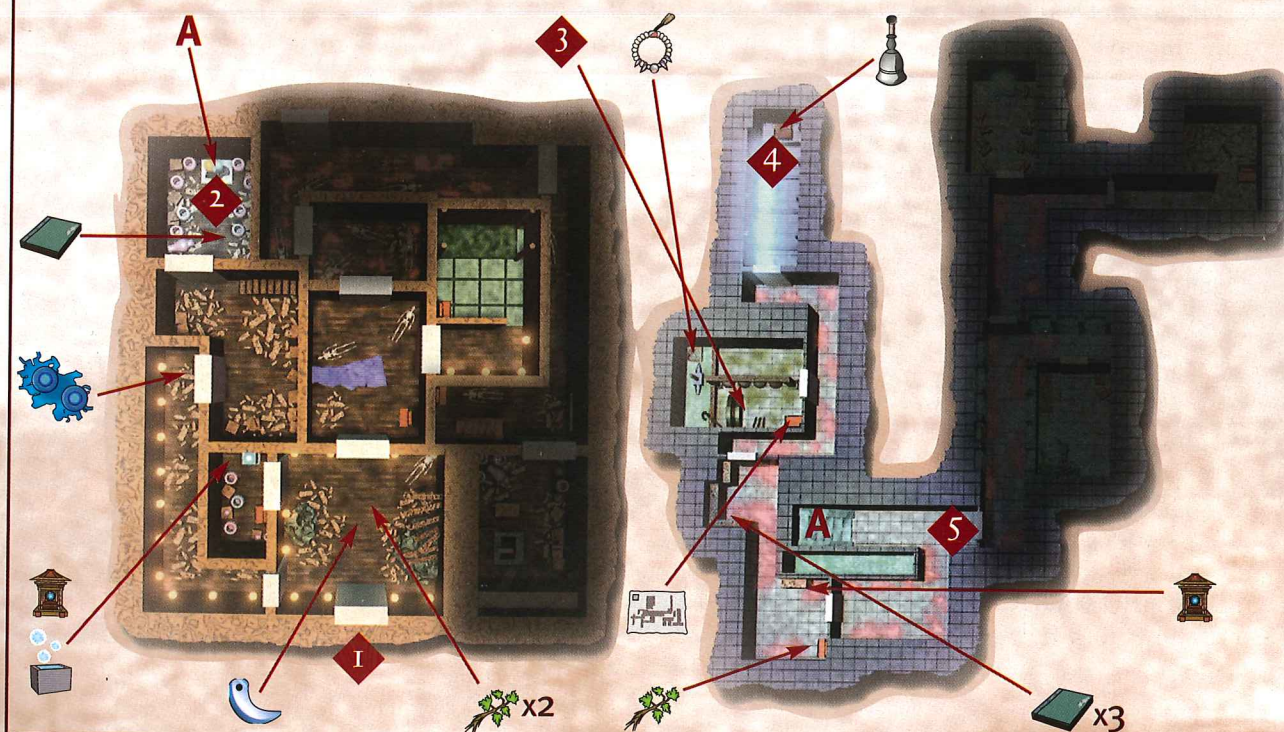
TRAVELING UNDERGROUND

Items: Magic Jewel , Herb  x3, Power Jewel , Rosary of Communication , Purifier Bell 

Foes: Soldier Demons, Three Eyes, Bazuu, Reynaldo, Long Arm Demons, Barabazuu

Magic Mirrors: 2 

Documents: Blue Book, Green Book, Orange Book, Byakko Vol. 3,  Keep Underground Map 



TRAVELING UNDERGROUND



NOTE: In the main lobby of the keep, you may find a soldier to save. Pick up his gift of two Herbs and a Magic Jewel.

PUZZLE

I

You now have the code for the Puzzle Box in front of the south area. Head back to it and consult the Seiryu for the proper answer. You'll find a Power Jewel inside.



TIP: The Rosary of Communication lets you talk to the dead. Find a floating spirit above a body and press X to see what it has to say. There are many of them throughout the game, and some of them provide clues.



Head to the back of this room to find the Purifier Bell. Once you pick it up, huge swinging blades block your path. Time the swings and run past them.

Don't try to rush past all of them at once. Stop after each blade to collect your wits.



In this room you must show the Orb swords to the three crystals. Hold the Thunder Orb and press X; the first section slides away. Repeat the process with the Fire Orb, and then the Wind Orb. Head down the stairs and into the underground.

After dealing with a lot of Reynaldos, head through the double doors. Run along the south side of the room and cut the rope so the weight falls on the scales. Go to the other side and pick up the Rosary of Communication.



At the door blocked by the lost Souls of the dead, use the Purifier Bell to send the tormented spirits away. Then head through the door.



TROUBLE UNDERGROUND

Items: Herb , Blue Key , Fluorite  x2

Foes: Long Arm Demons, Reynaldo

Magic Mirrors: 0

Documents: White Book, Apocalypse 1, Byakko Vol. 4 



In the torture chamber, you find a few documents, an angry Long Arm Demon, and a Trick Treasure Box. Don't forget the Fluorite in the iron maiden by the door.

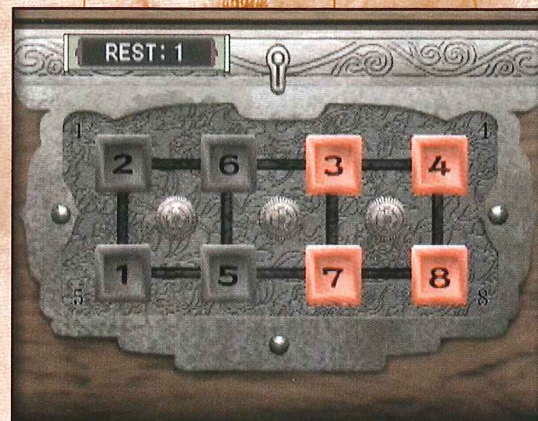


PUZZLE

- I** As with the other Trick Treasure Boxes, make the numbers line up in order. This one must be solved in three turns.



Select the center set of plates and press **X** to turn them once so that they look like this.



Move to the right set of plates and move it once. The result should look like this screen. Now turn the left-most set of plates once to open the chest and reveal the Blue Key.



Fight the Long Arm Demon, grab the Fluorite in the corner, and use the Blue Key to unlock the door. Head through to meet that creep, Tokichiro.



Tokichiro offers Samanosuke one last chance to join the Demons. Our hero refuses and pays the price.



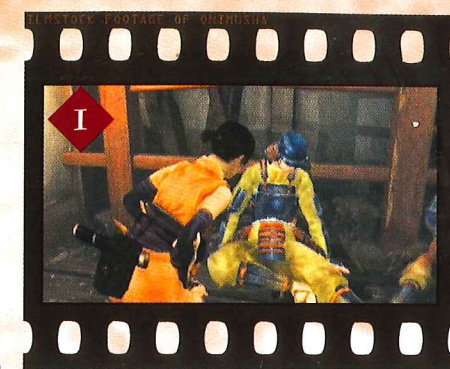
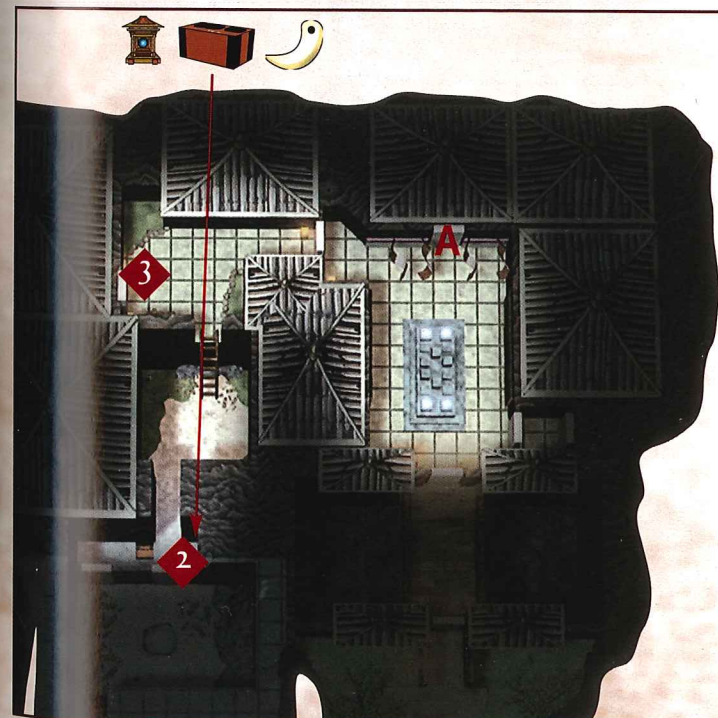
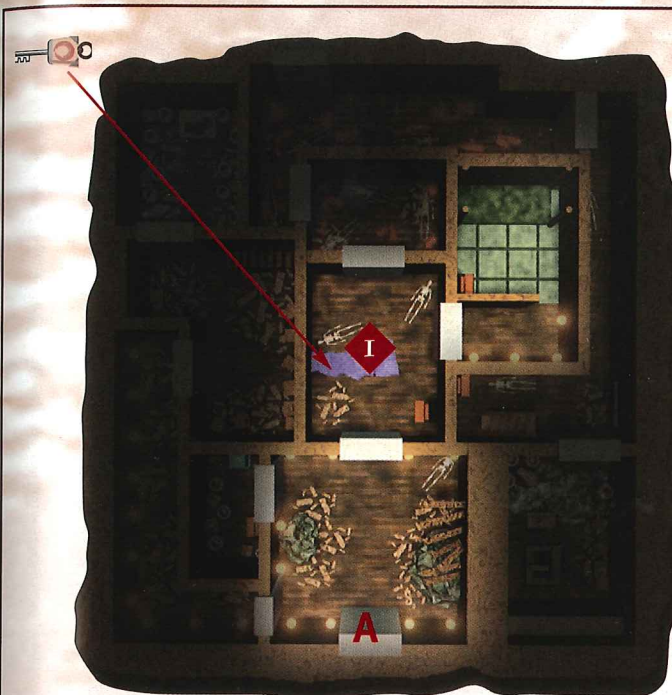
Meanwhile, Kaede is overwhelmed by treacherous Demons wearing familiar faces. Yumemaru is again in evil clutches.



Kaede wakes up and decides to take action. Now's your chance to try out her ninja skills.

KAEDE ALONE

Items: Red Key , Power Jewel
Foes: Soldier Demons, Three Eyes, Long Arm Demons
Magic Mirrors: 1
Documents: None

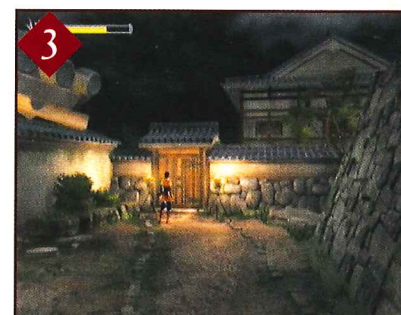


Step out of the room and a wounded soldier tells you of monsters in the west prison area. He drops the Red Key and expires.

TIP: There's really no point in having Kaede fight the Demons. She doesn't have a gauntlet for collecting their Souls. So, avoid fights to keep Kaede healthy. Flip over your opponents and run off. Use her ninja skills to keep her in one piece. The only advantage to fighting is to boost your kill score at the end of the game, but Samanosuke will probably make up for any fights Kaede dodges.

PUZZLE

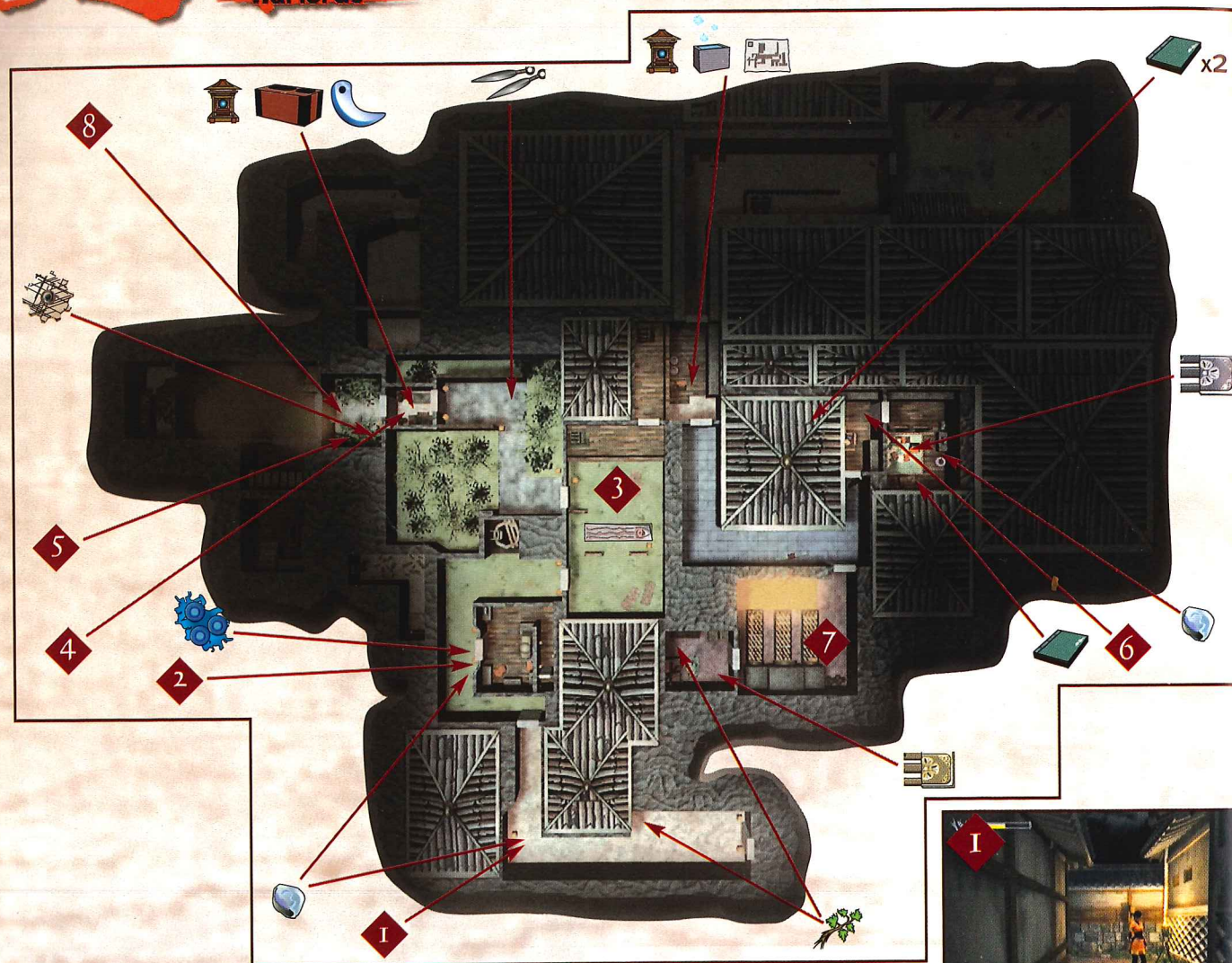
- 2** Now's the best time to get the Puzzle Box outside the room where you fought Osric. Climb down the Rope Ladder and face the Puzzle Box. Use the information in the Suzaku to answer the question. You'll get a Power Jewel for your trouble.



Use the Red Key at this door and you're ready to enter the west area.



KAEDE FINDS a WAY



Items: Herb x2, Fluorite x3, Soul Absorber , Kunai ,
Wooden Gear , Magic Jewel , Silver Plate ,
Gold Plate

Foes: Three Eyes, Soldier Demons, Long Arm Demons

Magic Mirrors: 2

Documents: West Area Map , Suzaku Vol. 4, Journal 5,
Byakko Vol. 1



Pick up the Fluorite pieces in these two corners. Leave them for Samanosuke if you're in a hurry.

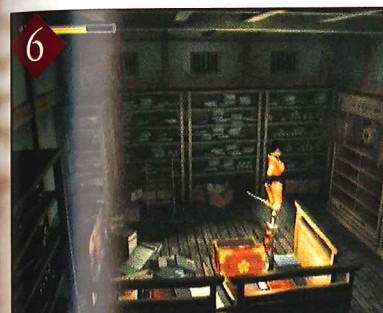
NOTE: You pass a dry well with a ladder leading into it. Inside is a portal to the Dark Realm, but Kaede can't enter. Continue past it and press forward.



This is a nasty situation. Climb up the ladder and take out the archers, then climb down and help the soldier. He'll drop a Soul Absorber for you. Go through the door in the west wall.

PUZZLE

4 You find a Puzzle Box here. The answer can be found in the Byakko document – if you've collected all the pieces up to now (Volumes 2, 3, and 4). You find a Magic Jewel inside.



After collecting the Suzaku and Journal 5, face the cabinet and press X. A door opens to reveal some clockwork gears. Don't pull the string yet. Go to your Items menu and use the Gear. Kaede fits it into place. Now pull the string.



In the hidden room, you find a Byakko, the Silver Plate, and a chunk of Fluorite in the shelves facing the box with the Silver Plate in it.

Find the wood Gear in the grass. Snap it up and then head back to where you destroyed the archer Demons. Climb the ladder to where those archers were perched and go through the door at the top.



Pull the chain on the back wall (it's right against the wall). The door across the room opens. Time the bursts of flame, then cross when it's safe.

TIP: The door closes after a short time. If you miss it, just go back and pull the chain again. The jets of fire are randomly timed, so you may have to give it a couple of tries. Look for the flare at the mouth of each furnace. That flare means it's about to send out a jet.







Grab the Gold Plate from the wall, bust the boxes, and pick up the Herb. Then pull the chain to open the door and make your way out. The flames don't flare up on your return trip.

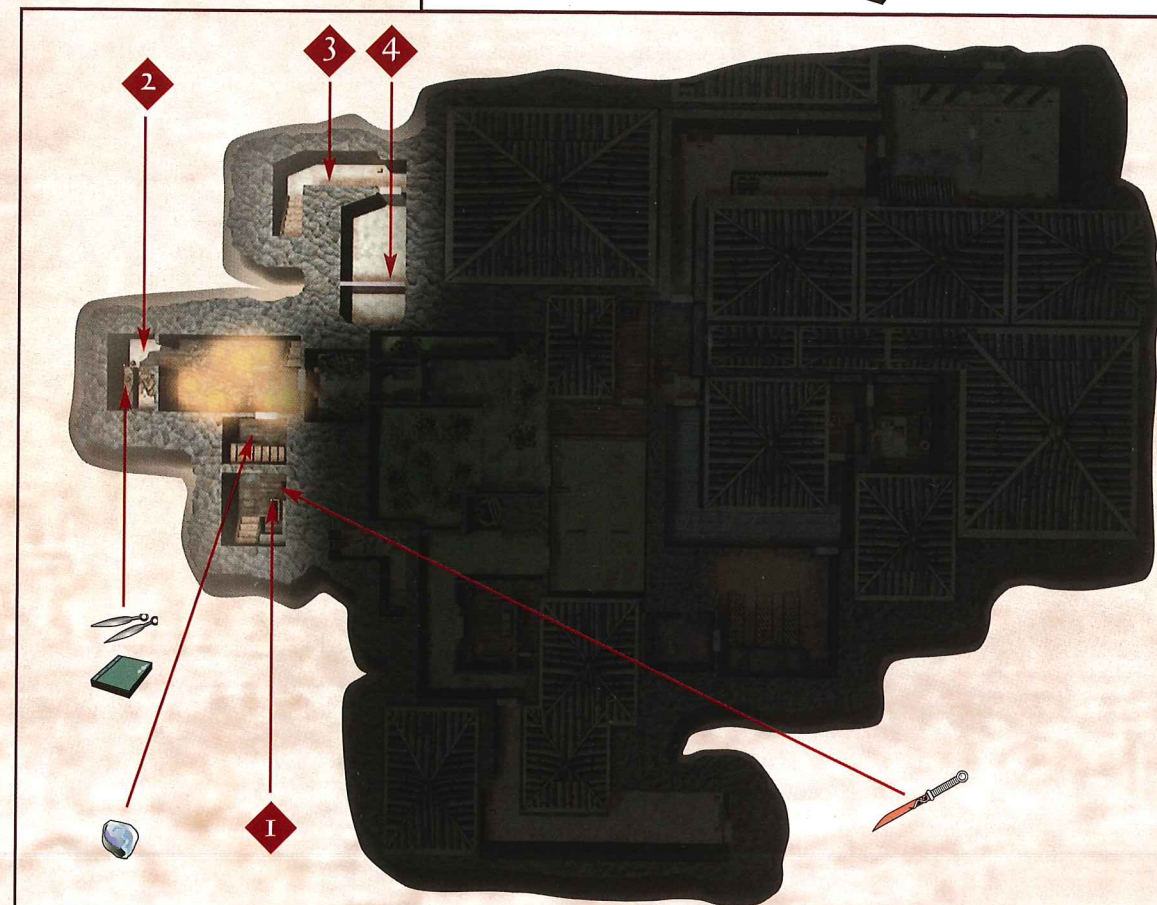


At the prison gate, place the Gold Plate to the left of the gate and the Silver Plate in the nook to the right of the gate. Now you can go to jail.



KAEDE GOES to PRISON

Items: Fluorite , Sacred Knife , Kunai 
Foes: Soldier Demons, Three Eyes, Volchiman
Magic Mirrors: 0
Documents: Genbu Vol. 2 



Smash the pots to reveal a fragment of the Genbu and a box of Kunai blades.



Head down the stairs and find these disturbing growths. You can only cut them with the Sacred Knife. Slice through them and head into the door beyond.



It's the princess! Kaede works to free her while Yuki explains that Samanosuke has already told her of his ninja companion. Yuki is restless and wants to see the world.

Boss: Volchiman

ATTACKS

Attack Name	Damage	Can You Block?
Combo Cut (left-right)	12	Yes
Combo Cut (right-left)	14	Yes
Left Sideswipe	22	Yes
Right Sideswipe	24	Yes
Boomerang Attack	28	Yes
Step-In Side Throw	28	Yes
Down Thrust Attack	32	Yes
Killer Ground Stroke	34	Yes
Rising Dragon Blade	40	Yes



But Guildenstern – that shell-headed Demon surgeon – has other plans for her. He spirits her away and leaves a playmate for Kaede.



The Volchiman is tough for Kaede, but blocking and well-timed attacks will get you through.

The Volchiman's biggest trick is to become invisible. You can still see his outline, but when you hold **[R1]** Kaede won't target him while he's out of sight. The Volchiman also sinks into the ground and moves around down there. Watch his dust trail to see where he'll pop up. Hold **[L1]** to keep Kaede blocking whenever the enemy is invisible or underground.



The Volchiman attacks with different types of sword tricks. He can perform a variety of sword strikes while visible – Sideswipes and Thrusts. Keep Kaede blocking and you'll be fine as he flails away at you.

The Volchiman's weapon is a chain sword with a flexible blade. He can curl it up into a hoop and hurl it for the Boomerang Attack. It spins around the room and flies back to him, cutting at you along the way. Again, stay in your blocking position and you'll be fine. You also can rush in after he throws the blade and get a few strikes at him as the hoop spins around the room.

The other attack to watch for is the Killer Ground Stroke. Periodically, the Volchiman pops out of the ground and attacks overhand. The blade stretches out far in front of him. Despite the name of the attack, a block can protect you. Also, you can sidestep and then rush in to attack.

PUZZLE

4 Another Trick Treasure Box awaits you here. You must solve it to advance in the game.



Move the center set of tiles once, so it looks like this.



Now move the left set of tiles twice so it matches this screen. Then move the right-most set of tiles twice to open the box that holds the Sacred Knife.

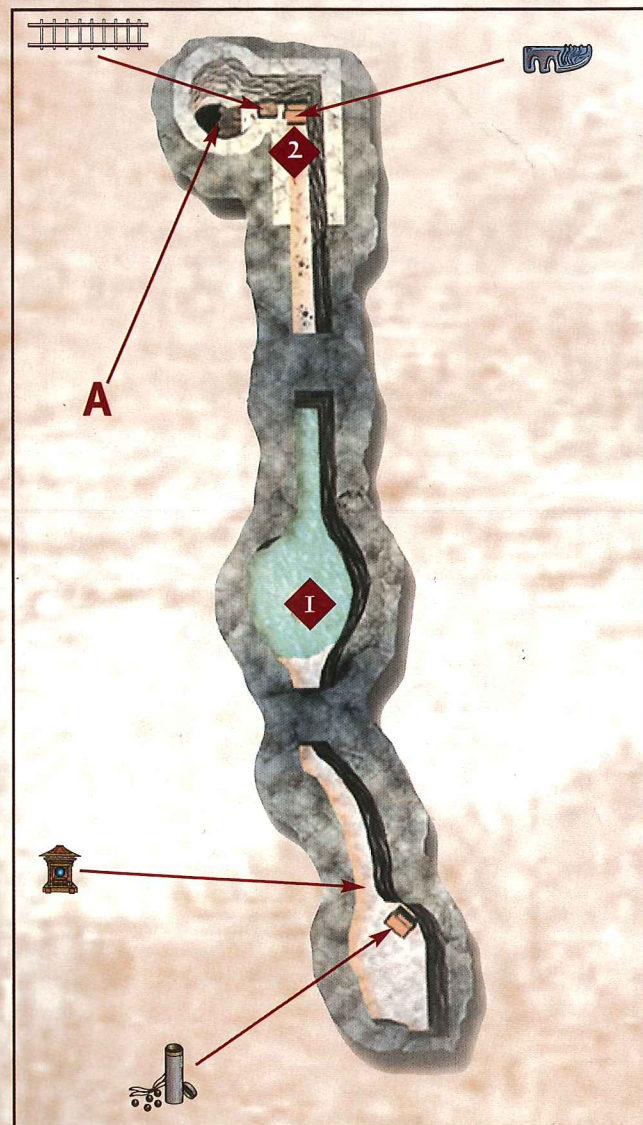
NOTE: Jackpot! The Sacred Knife is Kaede's only magical weapon and it's got a wicked edge. You can destroy Demons twice as fast with the red blade. Immediately go to your Equip menu and arm her with the new weapon. Highlight "Knife," press **X**, and then select the Sacred Knife.



The best tactic for fighting the Volchiman is similar to the tactics used against the Marcellus prototype on the roof – block and attack. Hold the block until the Volchiman attacks, then rush in with your own flurry of attacks. He may avoid a few of your sorties, but keep up that pattern and you'll get through the fight with hardly a scratch.



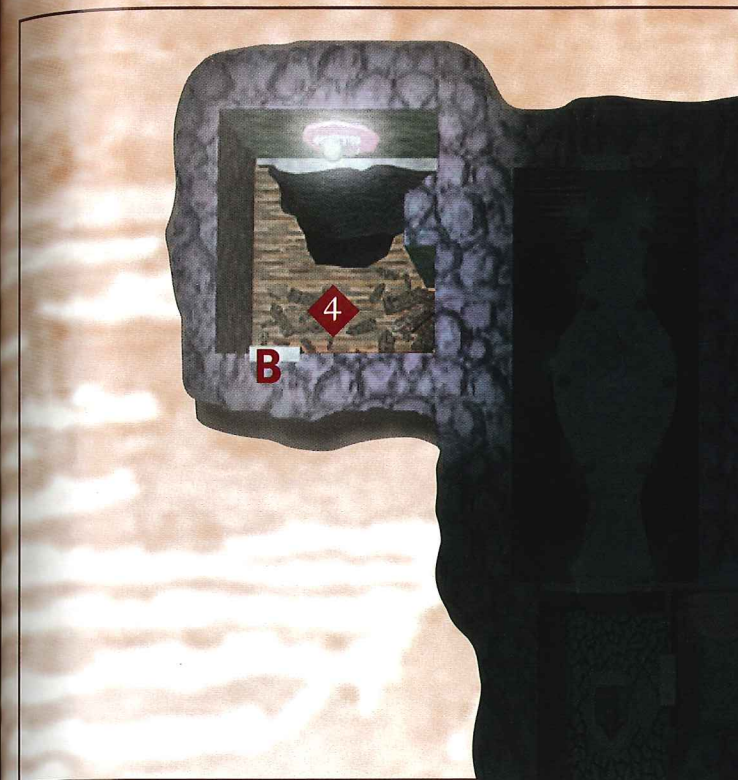
SAMANOSUKE FIGHTS HIMSELF, FINDS HECUBA



Items: Medicine , Evil Plate ,
Wood Ladder 
Foes: Stylado, Soldier Demons, Dark Armor Demons
Magic Mirrors: 1 
Documents: 0



SAMANOSUKE FIGHTS HIMSELF, FINDS HECUBA



TIP: You might as well take advantage of that Magic Mirror and Enhance your weapons if you've got Souls to spare. Focus on working your Fire Orb's Kouen to Level 3. You'll need it to open a Level 3 seal soon. While you're at it, check to see if you have any Magic or Power Jewels that you should use. Save your game, too – you're in for a fight.



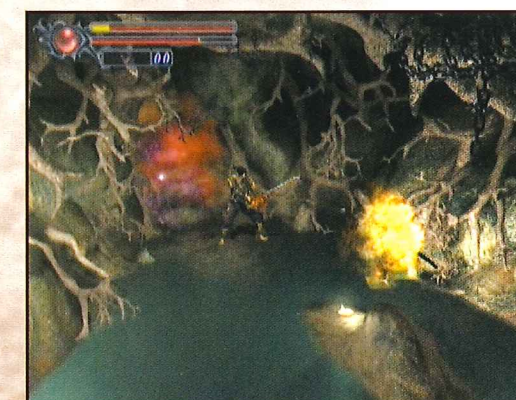
After walking down the path past the Magic Mirror and Medicine, Samanosuke gets a nasty shock. Out of the shadows comes...himself. Get ready for a fight with an identity crisis.

Boss: Stylado

Attack Name	Damage	Can You Block?
Kick	4	Yes
Normal Cut	10	Yes
Thrust	16	Yes
Rising Cut	24	Yes
Strong Cut	28	Yes
Phantom Bullet	30	Yes

The Stylado isn't too heavy in the attacks category. He doesn't have an attack that can shake or break your defense. If you held **[L1]** forever, he'd never get through to you. However, that would be boring.

First, make sure you're using the Thunder Orb – its speed will make this fight easier. Hold your block and let the Stylado whack away at your defenses. Most likely, you'll get pushed into a corner. Every now and then, your evil twin will back off, wind up, and send a Phantom Bullet at you. It'll bounce off your defense and turn into a white ball of Magic Energy that you can suck up with your Gauntlet.





Phantom Bullet attacks. Be quick when you're sucking up the energy because the Stylado will dart in to attack when you drop your guard.

Keep up the pattern – blocking then rushing in when he tries to blast you – and you'll get through the fight hale and healthy.



Grab the Evil Plate and the Wood Ladder. Move to the deck overlooking the pit and use the Wood Ladder. Samanosuke sets it up. Press **X** to climb out.



TIP: Be warned! If you have missed anything in the keep and want to go back for it, you'd better do it before you go into the room that the Evil Plate unlocks.



Face the door with the other half of the Evil Plate on it. Use the Evil Plate in your inventory and watch the seal unlock. Push through.



The treacherous maid is waiting, holding Yumemaru like a sack of grain. She drops him and then drops to the ground. Don't get the wrong idea.

She transforms before your very eyes into a huge Demon. Grabbing Yumemaru, she speeds off into the Demon Realms.

A seal floats up and blocks the door to the Demon world. Kaede shows up and suggests the two of you find a way to break through.



TIP: If at least two of your swords are Level 3, try tackling the Dark Realm. You can access it once you have the Evil Plate. Go to the Magic Mirror on the first floor of the keep and save your game. Then take the plunge. You do *not* have to do it now. In fact, the longer you leave it, the more powerful you'll be. We'll give a shout when it's your last chance to dive in. Read the section on the Dark Realm now, however, for hints and tips about making forays in there to harvest Souls.

5

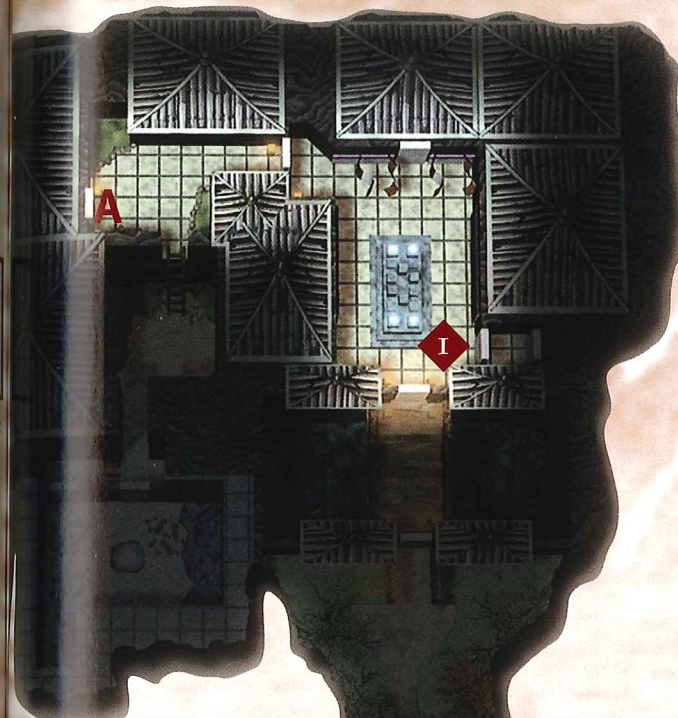
FINDING the DECORATED SWORD

Items: Burst Bullets , Medicine ,
Fluorite , Statue Head ,
Bullets , Decorated Sword ,
Vision Staff , Matchlock 

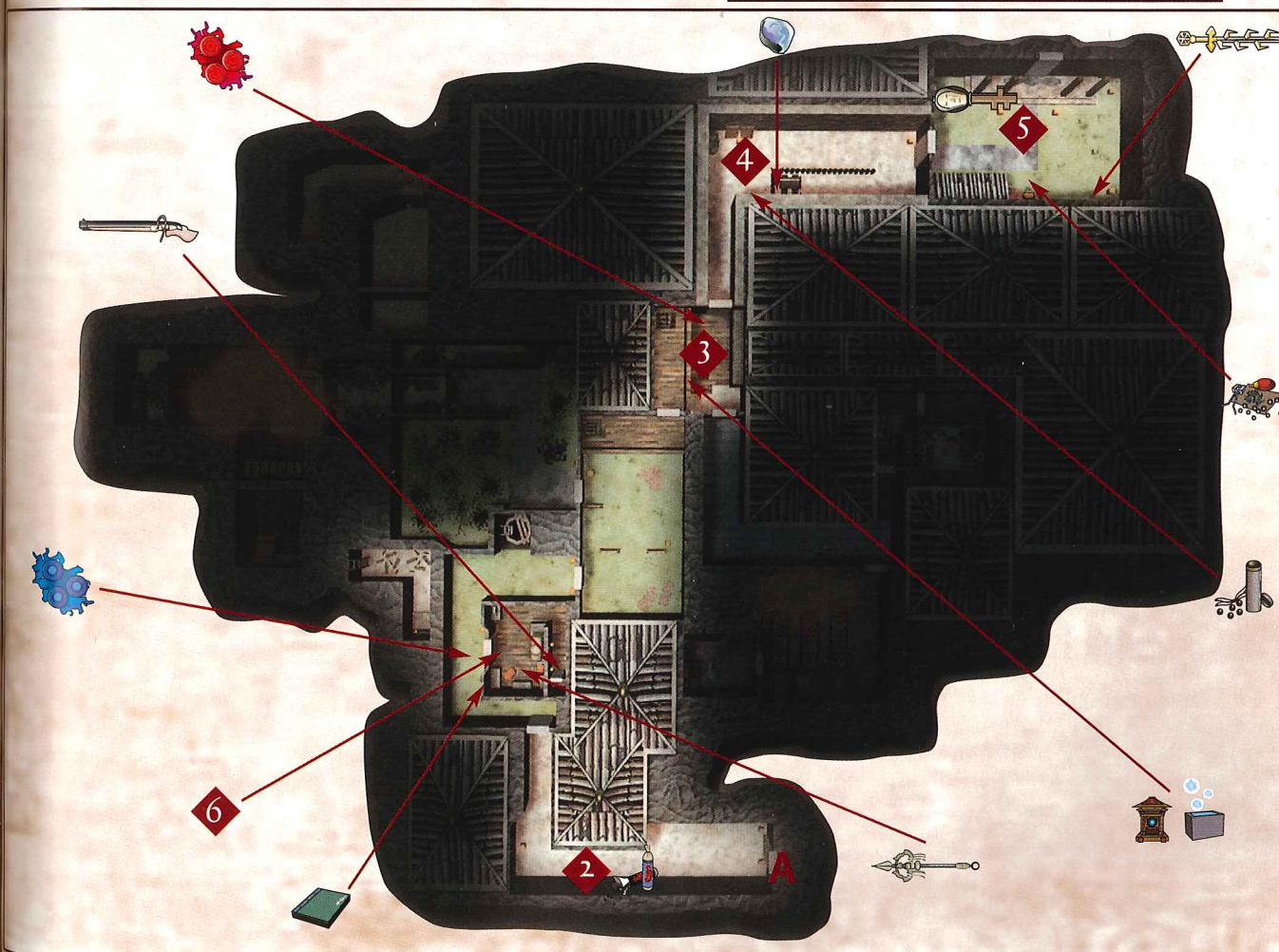
Foes: Sharks, Bazuus, Oowasshas, Soldier Demons, Dark Spiders, Dark Armor Demons, Baguwassha (Boss)

Magic Mirrors: 1 

Documents: Genbu Vol. 1 



After a brief cut scene, you're faced with a new type of Demon. Defeat the new Demons and then talk to the soldier. His tale points you in the direction of the west area.





Save the soldier from the Demons. Use your Bow or the Wind Orb magic to take out the archers. He'll drop a load of Burst Bullets for you.



TIP: Feel free to use your Orb magic on your way to the Level 3 Fire Orb door; there's a Magic Fountain next to the door where you can fill up.



You can pass up the door locked with the Level 3 Thunder Orb seals for now. Head here, refill your Magic Energy, and then go through the Level 3 Fire Orb door.



TIP: The dry well past the Level 3 Thunder Orb door holds another portal to the Dark Realm. If you need to collect more Souls, you may want to drop in on the creepy hanging guy and take a brief trip to the netherworld.

This is fun. Slice the rope holding up the barrier and watch it crush the Demons at the bottom of the hill. Pick up the Medicine in the box and the Fluorite that's hiding in front of the post where the rope was tied.



Boss: Baguwassha

ATTACKS

Attack Name	Damage	Can You Block?
Flying Stab	28	Yes
Behind the Back Chop	31	Yes
Two-Handed Chop	31	Yes
One-Handed Chop	33	Yes
Behind the Back Slash	40	Yes
Piggyback Strike and Slash	40	Yes
Sideswipe	40	Yes
Back Carry Chop	44	No
Turning Chop	44	Yes

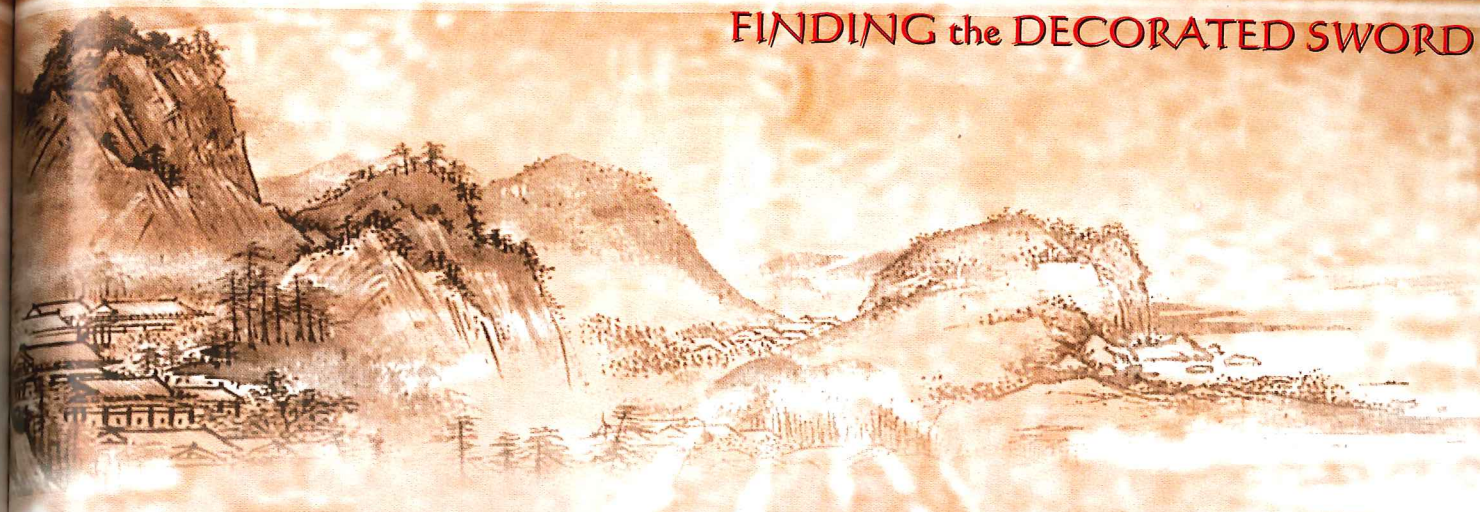
5



This brutal looking Demon isn't technically a Boss. You can simply avoid him, collect the items scattered around his area, and then leave. Real Bosses lock the door behind you.



However, the Baguwassha is enough of a threat to warrant Boss treatment. The first step is getting rid of his three Oowassha cronies. There's a quick and dirty way to do it. Wait near the door and let them move toward you. When they're in range, unleash the Wind Orb magic on them. Let them get back up and then hit 'em again. Keep it up until they're all destroyed. Use your Thunder Orb magic if one of them is being stubborn.



Once they're all dead, The big Baguwassha comes after you.

Run.

Dart out the door and get back to the Magic Fountain. Fill up your Magic Energy and then head back.

Then use every Orb Spell you've got. If you're powerful enough, you won't even run out of Energy before he crumbles.

It's that easy.

If you find yourself in a fix, here are some things to remember. You can block most of this creature's blows, but if he does a

Behind the Back Slash or a Back Carry Chop – that's when he holds his ax over his shoulder and then brings it down on you – you're going to get hurt. Sidestep those attacks and block all others. Dart in to attack after a successful block until he falls.

However, it's best to just use the Orb magic.

Pick up the Decorated Sword, the Bullets, and the Statue Head before leaving.



TIP: Use your new found wealth of Souls to work on Enhancing your Wind Orb's Arashi – if your Fire Orb's Kouen is already at Level 3. There's a Level 3 Wind Orb seal in your future that you should prepare for.



Find the headless statue in the south-east corner and use the Statue Head you just found. Samanosuke screws it on. You can now go into the back area of the room and collect the Matchlock.



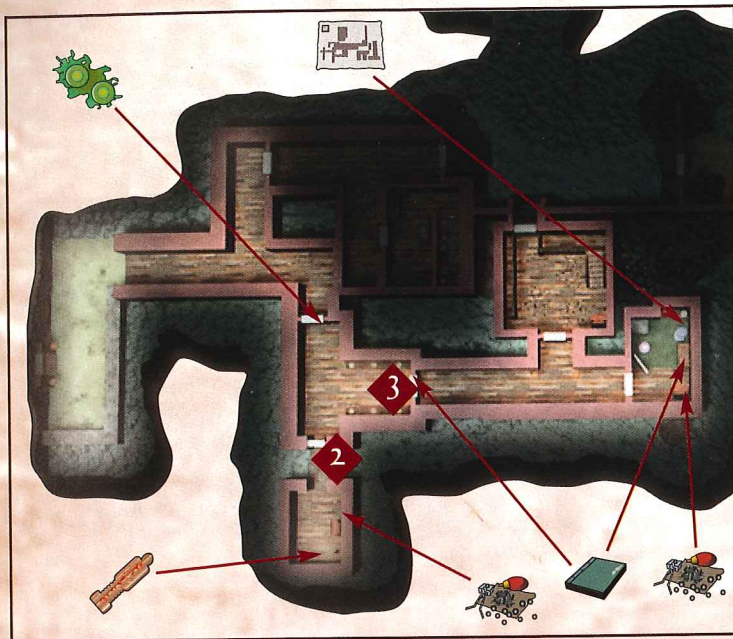
Open the Level 3 Thunder Orb seals and walk into this calm room. Collect the Souls from the statue in the corner, grab the Vision Staff from the box, and take the Genbu from the table by the door.



TIP: The Vision Staff causes Fluorite to flash, which makes it easier to spot. If you've missed any Fluorite you can backtrack and see if the Vision Staff helps.



TOWARD the TURRET

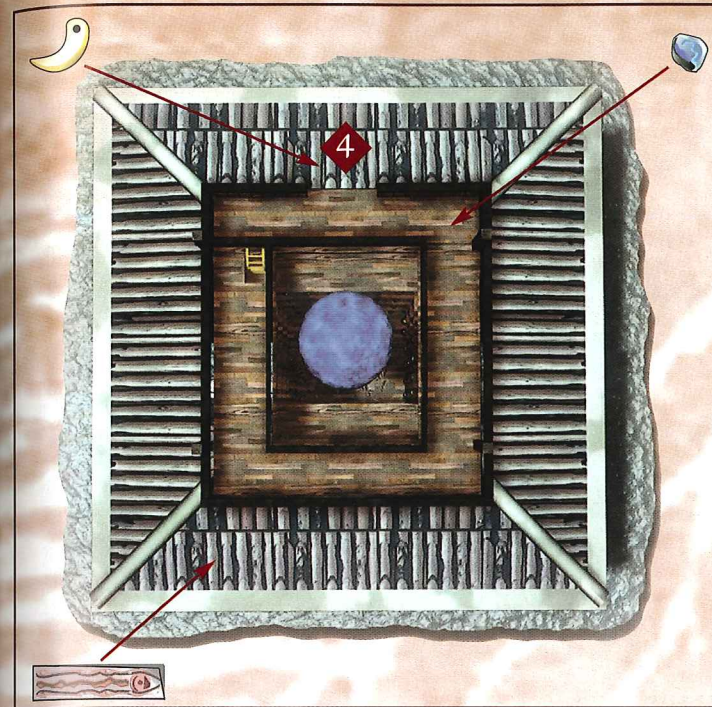


Items: Bullets x3,
Talisman , Magic Jewel ,
Fluorite , Power Jewel ,
Soul Absorber
Foes: Soldier Demons, Three Eyes,
Dark Spiders, Dark Armor Demons
Magic Mirrors: 0
Documents: Journal 6, Genbu
Vol. 3, East Area Map



Now that you have the Decorated Sword, it fits neatly into the pedestal. It sinks and reveals a door. Before you go through, talk to the spirit of the dead soldier near the pedestal. He has some interesting information.

TRAPPED in the TURRET



In the tower, take the steps to the ramp and follow it all the way to the roof. You'll find Fluorite (glowing if you have the Vision Staff), a Power Jewel by the dead soldier, and a Soul Absorber. Head back down and go through the Level 3 Wind Orb door.



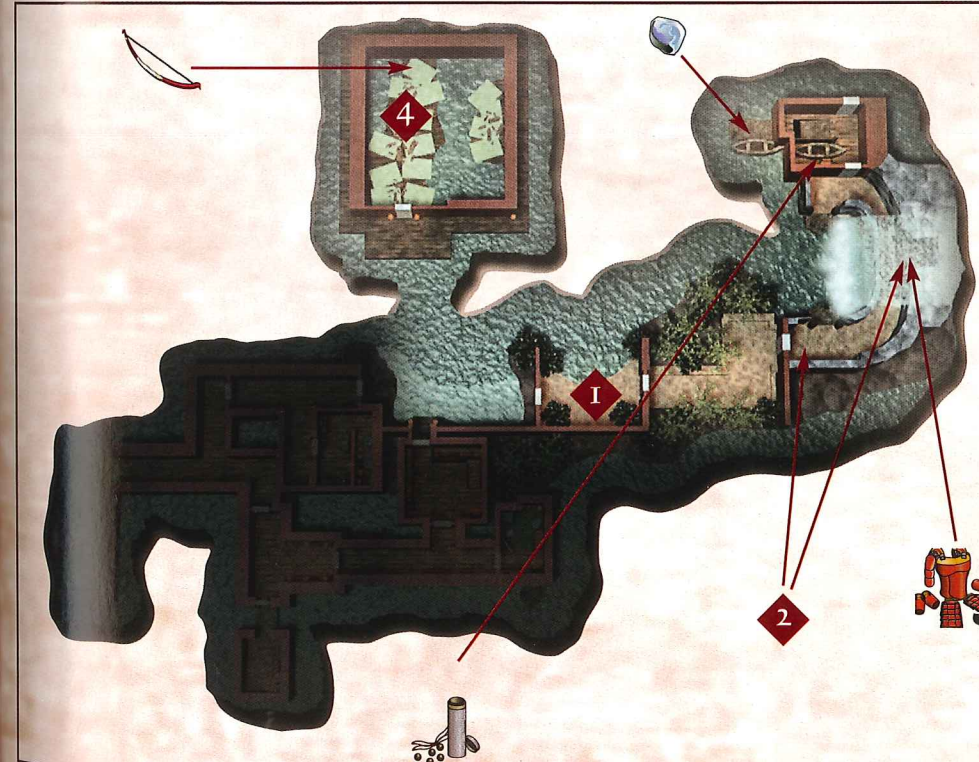
Use the Bow, the Matchlock, or a burst of Fire Orb magic to slice the rope holding up the bridge. It'll fall into place and you can go pick up the Bullets and the Talisman hiding behind a tapestry.



Journal 6 hangs on this door. Read it carefully and examine the picture in the background. It shows a man with a large Bow, aiming at something that looks like the seal that you're trying to break. It's a clue.



TRAPPED in the TURRET



Items: Great Armor ,
Medicine , Fluorite ,
Great Bow
Foes: Dark Spiders, Volchiman,
Dark Armor Demons, Sharks
Magic Mirrors: 1
Documents: 0



Fight off the Volchiman and soak up all the Souls kept in the shrine in the southeast corner.



This is fun: run onto the bridge to lure the Dark Armor Demon onto it. Then run back and cut the ropes holding it up. He plunges into the water. Don't forget to hold **●** to collect the Souls he leaves behind.

PUZZLE

2 Remember what that dead soldier's spirit said? A treasure lies behind a waterfall. Make your way into the nook behind the sheet of water. It can be tricky to find, so take your time. The treasure the soldier spoke of is in this Trick Treasure Box.



Highlight the lower left set of tiles and move them once so they look like this screen.



Return to the lower left set of tiles and move them once. Then go to the lower right set again, turn them once and you'll open the chest. The Great Armor awaits you.



Now move to the upper right set of tiles and move them one time. They should look like this.



Set yourself on the lower right set of tiles and move them once. The result should look like the picture here.

Don the armor immediately. It'll absorb much of the damage that Samanosuke takes. No samurai should ever tackle greater Demons without the Great Armor.



After refilling at the Magic Fountain and saving your game at the Magic Mirror (and making any Enhancements you can), take Samanosuke down the stairs to the boat. Pick up the Fluorite, and then get into the small craft and ride to the turret.

TIP: Use all the Souls you have to Enhance your Arrows into Fire Arrows, then Enhance as many Bullets into Burst Bullets as you can – even at the expense of Enhancing your Orbs. Just a hunch, but you may need those projectiles soon.

NOTE: You don't have enough of the code books to solve the Puzzle Box just yet. Hang on, though, we'll get to it soon enough.



Once inside, walk across the ruined floor and grab the Great Bow – remember the picture from Journal 6?

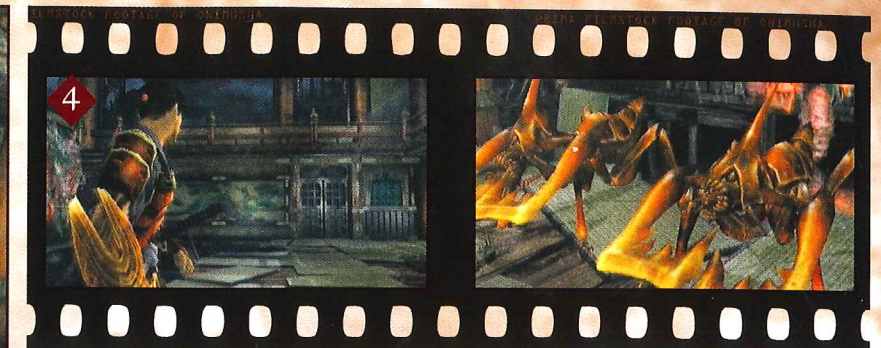
KAEDE SEARCHES for SAMANOSUKE

Items: Kunai , Fluorite , Herb 

Foes: Sharks, Dark Spiders

Magic Mirrors: 1 

Documents: Apocalypse 2 

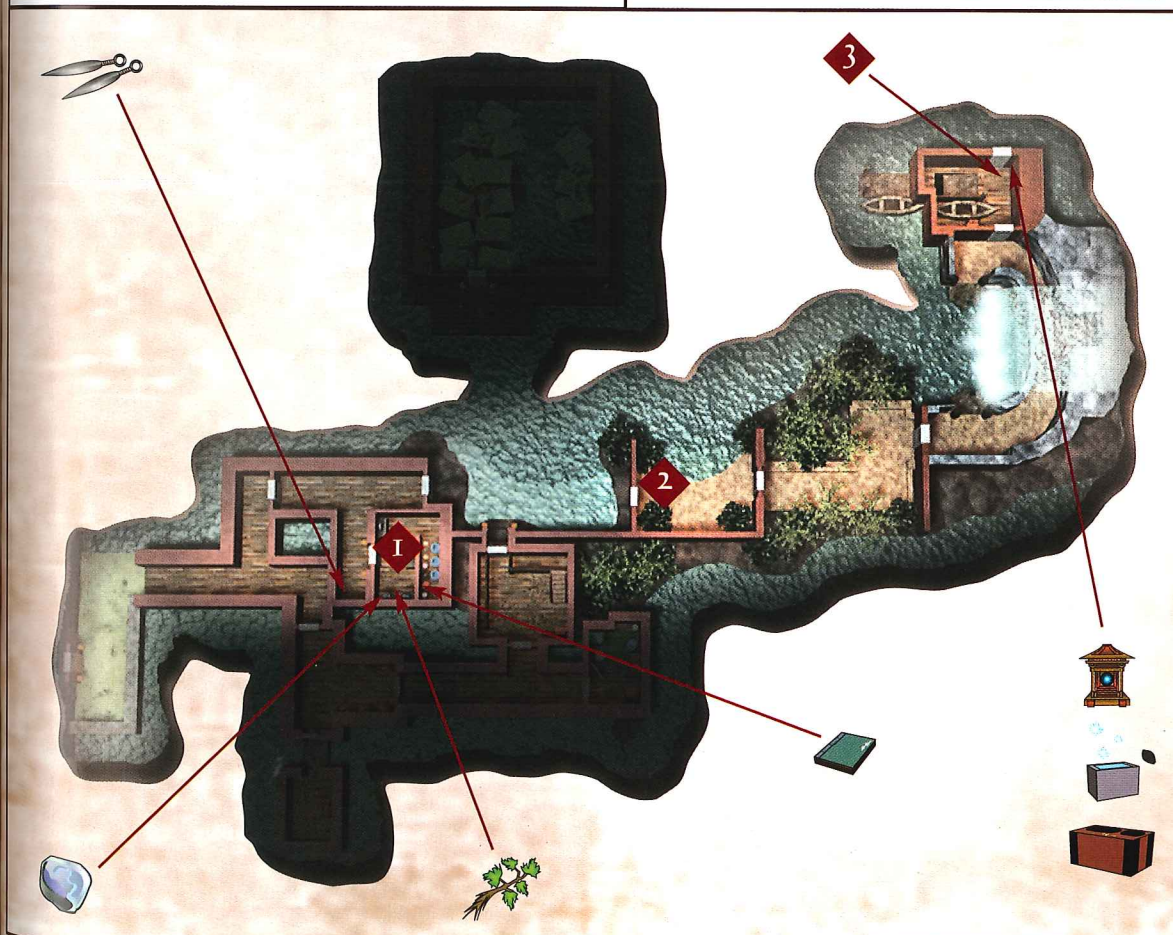


As soon as the Great Bow is in your possession, a gate blocks your retreat from the turret.

If that wasn't bad enough, several Sharks climb out of the water to say hello. What to do...



You're back in control of Kaede, and she's getting to know the Sharks. Fight your way to this room and grab all the loot. Don't forget to break the pots to get into the alcove at the back of the room. An interesting book awaits you there.





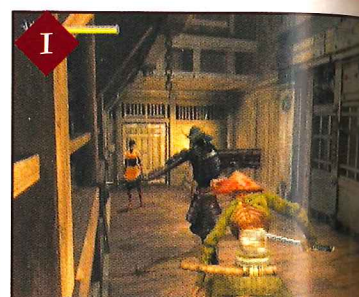
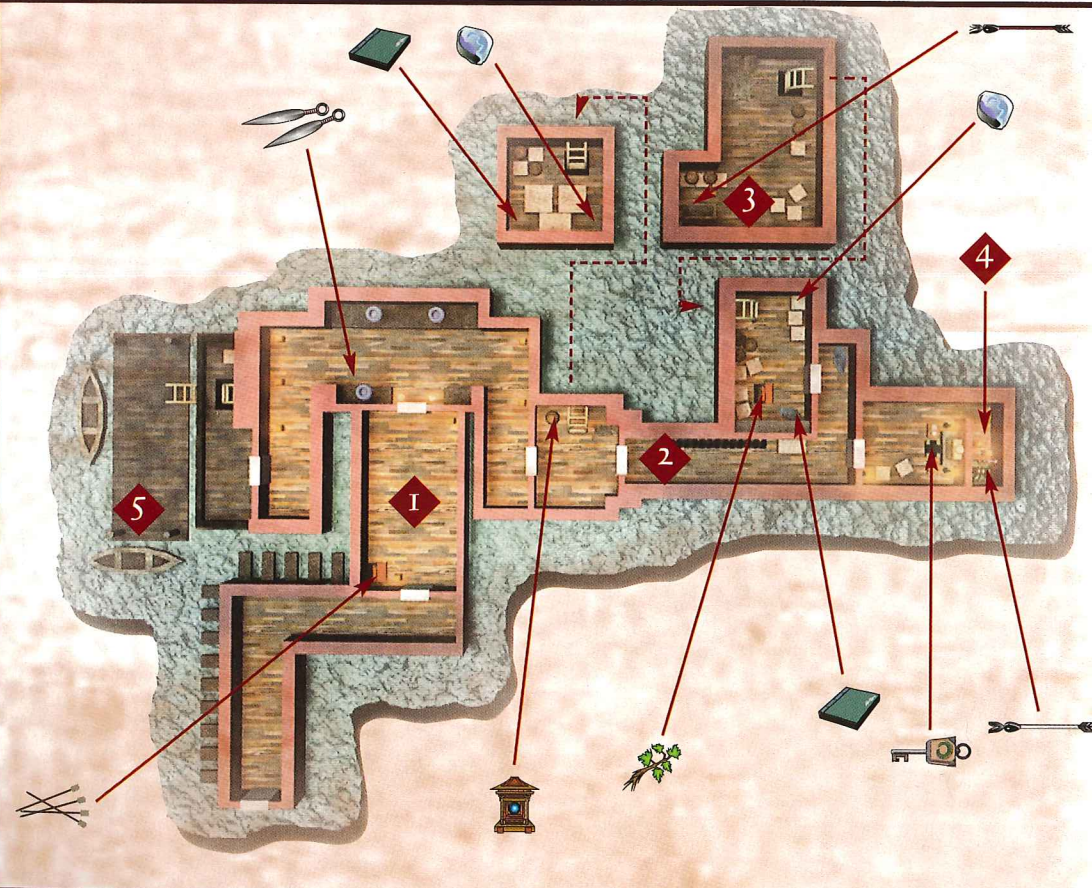
Remember that Kaede doesn't gain anything from fighting Demons. Run straight across these next few areas. Try not to play with the Demons if you can help it.



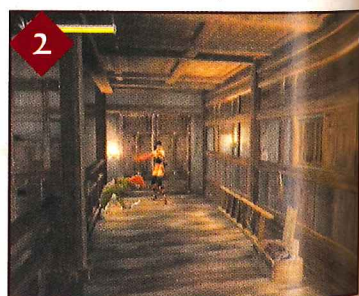
Take a quick breather in the boathouse. If you've just saved the game with Samanosuke, you can afford to let it slide this time.

KAEDE FINDS SAMANOSUKE

Items: Normal Arrows , Kunai , Fluorite  x2, Herb ,
Decorated Arrow , Great Arrow , Green Key 
Foes: Soldier Demons, Dark Armor Demons, Dark Spiders
Magic Mirrors: 1 
Documents: Genbu Vol. 4, Suzaku Vol. 3 



After using the Shinobi Kit on the door in the boathouse, Kaede gets into a fine mess. This fight can be hairy because of that Dark Armor Demon. Throw some Kunai as soon as you walk in. When you're through, pick up the Normal Arrows and be on your way.



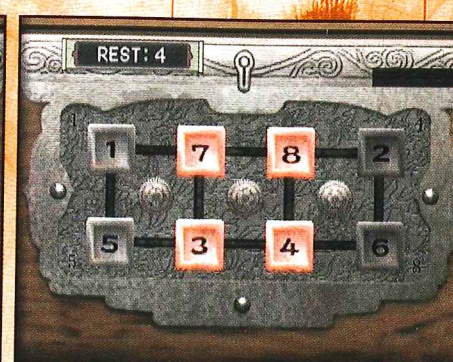
As soon as you come through the door and end up on this walkway, hold **[L1]** and press **▲** to throw a Kunai. You should hit the archer who's waiting at the end of the path. Carry on.

PUZZLE

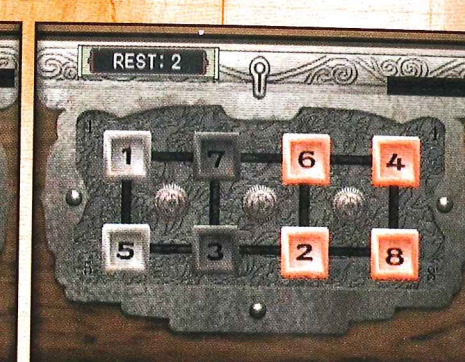
3 After you climb the ladder, you find this loft with a Trick Treasure Box. It's imperative that you solve it.



Select the leftmost set of tiles and move them twice. They should look like this when you're done.



Now move to the middle set of tiles and move them once. It sets them up like so.



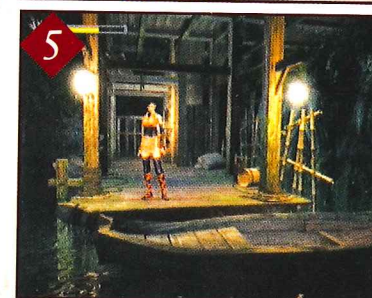
Turn the rightmost set twice so the box looks like this screen. Now it's just a matter of turning the middle set twice and you can get the Decorated Arrow.



Run behind the large statue and you'll see the small dragon statue. Press **X** and Kaede grabs the Great Arrow. This locks you in. Stay here and use the Decorated Arrow. It unlocks the door and opens the box. Grab the Green Key from the box and head out.

PUZZLE

You now have all the pieces of the Genbu you need to solve the Puzzle Box in the boathouse. Backtrack to it and decode the riddle. You'll get a nice shiny Magic Jewel if you do.

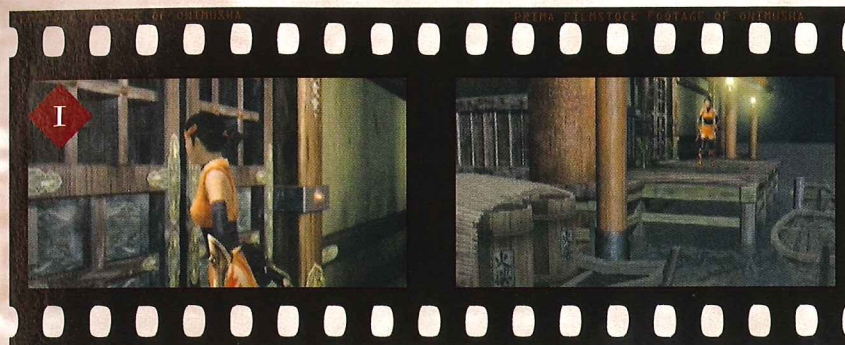


After using the Green Key, climb down to the small boat and then press **X** to ride it over to the turret.

鬼武者

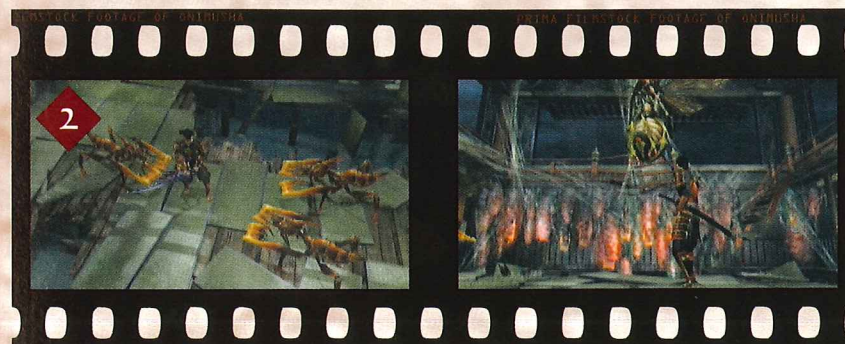


HECUBA MAKES HER STAND



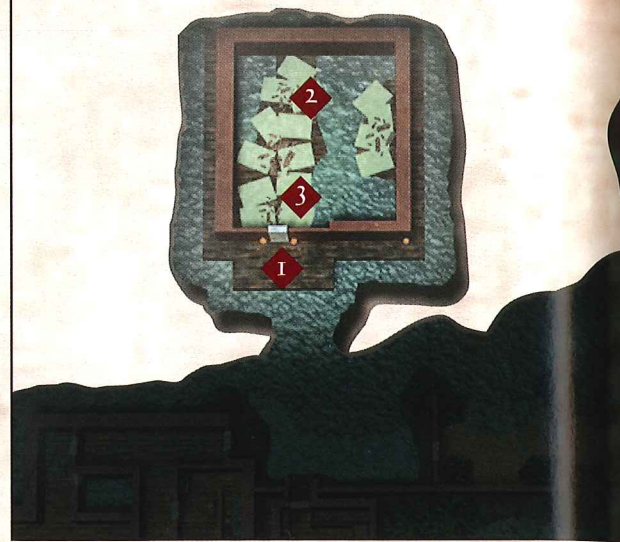
Approach the turret doors and press **X**. Kaede sees Samanosuke in trouble.

She's not sure what to do. Then she hears an ominous sound. Kaede shouts a warning to Samanosuke, then notices a boat full of barrels. What could be in them?

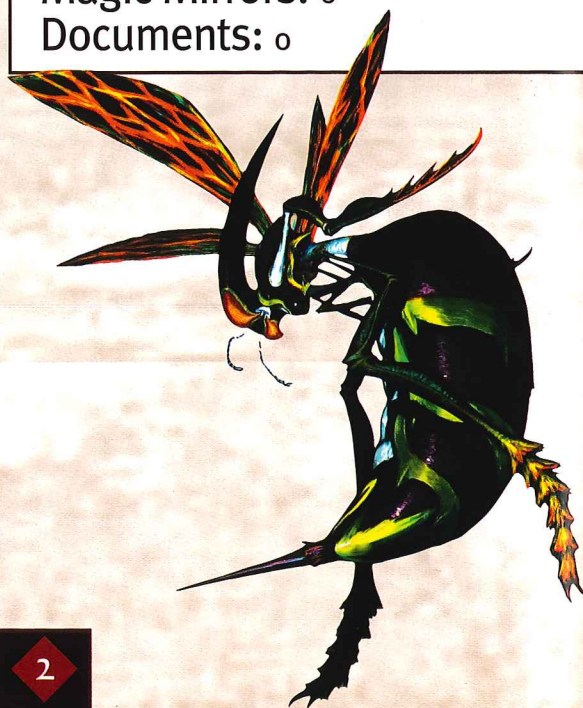


Samanosuke is surrounded. It looks bad, and then it gets worse. The Demon lady Hecuba shows up and praises the samurai's tenaciousness.

Hecuba reveals the plans the Demons have for Yumemaru and Princess Yuki. It's a pretty gruesome ceremony. Then she orders her babies to consume you. Get ready for a tussle.



Items: None
Foes: Sharks, Hecuba (Boss)
Magic Mirrors: 0
Documents: 0



Boss: Hecuba

Attack Name	Damage	Can You Block?
Combo Slash	22	Yes
Sword Swipe	32	Yes
Stinger Attack	48	Yes

Hecuba is a nasty creature to fight because she's above the ground most of the time. Your swords can't reach her, but the Wind Orb Spell can. However, you have your trusty Bow and Matchlock. And, if you followed our advice earlier, you have a collection of Fire Arrows and Burst Bullets.

HECUBA MAKES HER STAND

Hecuba lets her babies do most of the work. Waves of Sharks climb out of the water to attack you. They're more a distraction than anything else, but don't let them surround you. Use your swords to clear them away.

Hecuba attacks with long sweeps of her sword. If any Sharks are in the way, she'll hit them as well. You can block the blows as normal.

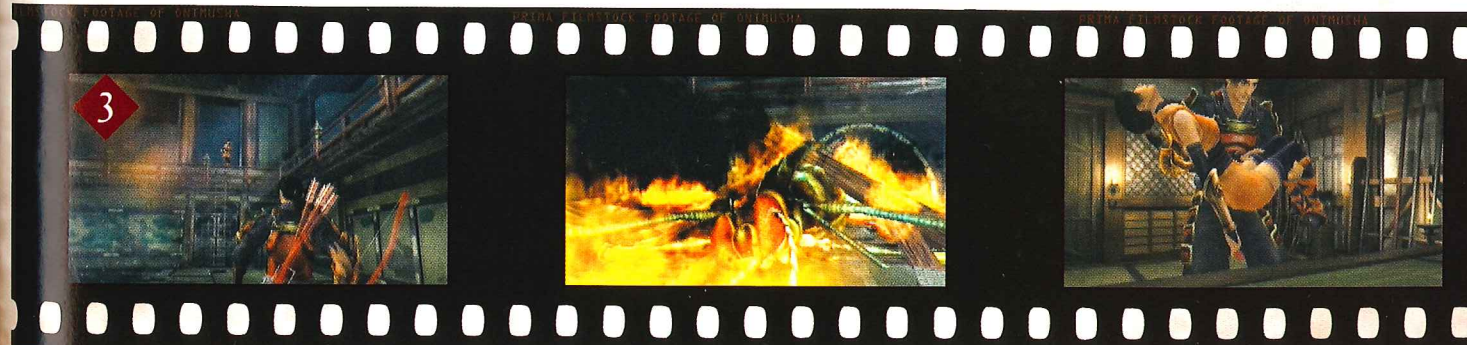
The wasp-like Hecuba also has a Stinger Attack. She screams and then dive bombs at you. You can block that attack, too. Usually when she's about to attack, Hecuba lets you know by yelling beforehand. Keep an ear open so you know when to block.

All right, so how do you get her? There are two ways to deal with the Demon lady. As mentioned above, your Wind Orb Spell can bring her down. Wait until she's above the walkway and then let her have it. Hecuba will be stunned for a moment, sinking within sword reach. Switch to another Orb Spell and hit her with it – start with the Thunder Orb. Repeat this until you're out of Wind Orb Magic Energy. Then keep slashing away until enough white Magic Energy balls show up that you can use the Wind Orb Spells again.



The other option is to clear away the Sharks, then switch to your Bow with Fire Arrows or Matchlock with Burst Bullets. Fire away at Hecuba. She can't attack you while you're shooting because the blasts keep her back. More Sharks will appear, so switch back to a sword and clear them out to give yourself room to shoot.

We suggest you start with the Wind Orb strategy until you're out of Magic Energy, then switch to the Bow and Matchlock tactic to finish her off.



When Hecuba goes down, Kaede shows up to tell you she's planted gunpowder around the turret. Time to leave.

Hecuba pops up again but is almost instantly crushed like a...like a bug. Kaede and Samanosuke make their escape.

Samanosuke seems fine, but Kaede is hurt. The samurai brings his companion into the keep and vows to put an end to the Demons' terror.



the DARK REALM

The Dark Realm is something of a mini-game within *Onimusha*. Once you find the Evil Plate, a strange little man invites Samanosuke to travel into the otherworldly area where he promises the samurai will find treasures. Kaede is not allowed into the Dark Realm.



The Gatekeeper has been waiting for you. Will you travel to the place he seems so fond of?

The Dark Realm is made up of 20 levels. Each one is filled with different Demons to fight. When you destroy all the creatures on a level, you have the choice of being sucked back to the real world or sucked down deeper into the Dark Realm.

NOTE: You don't have to finish the Dark Realm to finish the game. However, if you don't at least collect all the Fluorite, you won't be able to get some of the special features at the end of the game. It's not absolutely necessary, but we do suggest it.



Stand in the shaft of light to the left and press **X** to wade further into the mayhem. Use the shaft of light on the right to go home.

ITEMS

The Gatekeeper is right about one thing, treasures do await you in the dangerous Dark Realm. A very, very important one sits in a box on Level 20. The items you find are always the same, but where you find them can differ from game to game. For example, you may find the Talisman on Level 13 on one play-through, but on Level 14 during another.

The items in the Dark Realm are:

Fluorite x3
Medicine
Soul Absorber
Talisman
Herb x3
Bishamon Ocarina (always on Level 20)



ENEMIES

There's a ton of Demons in the Dark Realm. Destroy each and every one if you want to get the Bishamon Ocarina. The following lists show you what enemies to expect on each level. Usually they aren't all there at once. As you defeat your foes, more come up from the ground.

You must kill all the Demons on a level to open the exits. There are only two ways out of a level – kill or be killed.

Each section has notes with tips on dealing with the foes you'll meet. Demons that you found easy to beat in the main game may become difficult to handle when they're paired with allies. For example, Sharks and Reynaldos make a good team. A Reynaldo can hold you still while the Sharks bite you.

NOTE: The number of Reynaldos listed is the total number that start on a level or rise from the ground. The number doesn't include any that regenerate from being split in half.

STRATEGY

Remember that you can go into the Dark Realm and then leave without defeating it. Just visiting for a few levels is a good way to gather a lot of Souls. If you need to boost a sword or other item and are just a few Souls short, jump into the Dark Realm and clear three or four levels. Go crazy with your Magic Energy to keep yourself safe and then cut and run when you have what you need.

Beating the Dark Realm is no small feat. The easiest way to go is to make sure all three of your Orb swords are at Level 3 in both aspects. Take at least five Medicines to keep you healthy. Fire Arrows and Burst Bullets aren't bad ideas either, but the area you fight in is so small that you might not get to use them.

Use your Magic Energy sparingly in the beginning. The Reynaldos tend to release some when they go down, but don't waste your spells until you get to the heavy hitters in the later levels. Also, don't stab your enemies when they're on the ground *unless* they're big guys. The death stab leaves you wide open to every enemy on the board. Use it if you knock down an Oowassha, but don't use it on the likes of a Bazuu.

Finally, we suggest using the Thunder Orb for most of the Dark Realm. Its speed is helpful against Demons in close quarters.

THE LEVELS

LEVEL 1

Enemies: Soldier Demons – 10
Notes: Nothing too hard here. The Soldier Demons go down fast when they feel the sting of a Level 3 Thunder Orb.

LEVEL 2

Enemies: Three Eyes – 7
Notes: The Three Eyes use their speed to attack when you're busy. As you're chopping one up, another zips in and takes a swipe. Stay aware of them and make use of your block when you see one coming in. Otherwise, they'll fall to a strong sword.

LEVEL 3

Enemies: Soldier Demons – 5, Long Arm Demons – 2
Notes: Take out the first two Soldier Demons and then backpedal to get out of range. You can beat the Long Arm Demons without too much hassle when the Soldier Demons aren't around to take cuts at you.

LEVEL 4

Enemies: Long Arm Demons – 4
Notes: Concentrate on one Long Arm Demon at a time. It's best if you can maneuver them so that one is behind the other. If they're side by side, then one will attack while you're busy with the other.

LEVEL 5

Enemies: Long Arm Demons – 2, Three Eyes – 5
Notes: Deal with the quick Three Eyes before you tackle the Long Arm Demons. If you get into trouble, a quick blast of Wind Orb magic can help. Try to get as many foes as you can in the spell area.


LEVEL 6

Enemies: Bazuus – 12
Notes: With Level 3 swords you can carve through the Bazuus without any trouble. Hold **[R2]** and just start swinging. You'll be done in no time at all.



- LEVEL 7**
Enemies: Sharks – 7
Notes: The Sharks can be problematic if they're all facing you. Try to get around to the side of one so that none of the others can attack while you're dealing with it. You can also just start cutting and take a few hits.
- LEVEL 8**
Enemies: Bazuus – 11, Gyarān – 4
Notes: Go to your Equip menu and don the Holy Armor so the Gyarān won't bother you. Then take out the Bazuus – who will put up very little fight. Whenever you have a free moment, go after the floating Gyarān.
- LEVEL 9**
Enemies: Barabazuus – 3, Bazuus – 6
Notes: The Barabazuus can knock you around. If you have to, use the Wind Orb Spell and then do a finishing stab on the fallen Barabazuus. We suggest holding onto your magic for the next level, though.
- LEVEL 10**
Enemies: Oowasshas – 4, Gyarān – 4
Notes: Once again, the Holy Armor keeps the Gyarān off your back. Use a spell or three on the Oowasshas to take them down. Don't waste much time with those bruisers, get 'em down quick.
- LEVEL 11**
Enemies: Reynaldos – 5
Notes: Slashing and hacking with the Thunder Orb clears this level in no time. Keep [R1] held down and attack. The Reynaldos are legion, but your Thunder Orb can handle them all.
- LEVEL 12**
Enemies: Reynaldos – 4, Gyarān – 4
Notes: Get back into your Holy Armor and then slash the Reynaldos to ribbons. You can deal with the Gyarān later.
- LEVEL 13**
Enemies: Sharks – 5, Reynaldos – 3
Notes: This team can be devastating. The Reynaldos wrap you with their tentacles while the Sharks bite you. Start things off with a Wind Orb Spell and then just keep attacking. Once you knock a few of them down, the going gets easier.

- LEVEL 14**
Enemies: Volchimen – 3
Notes: One Volchiman is no problem. Three are a nightmare. Make use of your [R1] button and try to strike when only one or two of them are visible. A Thunder Orb Spell can help even things up.
- LEVEL 15**
Enemies: Reynaldos – 5, Volchimen – 2
Notes: You're going to take some damage here. If you use magic, make sure to use it on the Volchimen – they're the main threat. Reynaldos can be defeated without spells. A Fire Orb Spell can hurt the Volchimen and any nearby Reynaldos. Try one out.
- LEVEL 16**
Enemies: Dark Spiders – 7
Notes: The Dark Spiders are deadly. Use your Wind Orb magic but make sure that there are several of them in range. You don't want to waste energy on just one. The Thunder Orb and Wind Orb are both effective for slicing them up when you don't want to use magic.
- LEVEL 17**
Enemies: Long Arm Demons – 2, Dark Armor Demons – 3
Notes: You're almost to the end. Thunder Orb Spells can clear out a Dark Armor Demon or two, but don't waste too much energy because there are still three more levels. Check how many Medicines you have. If you've got a good supply, don't use magic at all, take some hits, and heal up later.
- LEVEL 18**
Enemies: Volchimen – 2, Dark Spiders – 4
Notes: The Dark Spiders should be your first target. The speedy little jerks can wreak havoc, so deal with them quickly. Two Volchimen aren't too bad to deal with. Use your block and make swift, patient strikes.
- LEVEL 19**
Enemies: Dark Spiders – 5, Dark Armor Demons – 3
Notes: Almost there. Once again, the Dark Spiders are your first concern. If you have the magic to spare, use it on the Dark Armor Demons. Try to keep some energy in reserve for the final level.
- LEVEL 20**
Enemies: Oowasshas – 3, Volchimen – 3
Items: Bishamon Ocarina
Notes: This is it, the final level. Use all the Orb Spells you can to clear some space. Focus on the Oowasshas first. They can knock you down and leave you wide open to attack. Once they're gone, it's a matter of dealing with the three Volchimen. Patience (or magic) gets you through. Use your Thunder Orb for its speed against the Volchimen. Once the level is clear, open the box and grab the Bishamon Ocarina.

 **NOTE:** And what is the Bishamon Ocarina good for? We'll tell you later....













MAP APPENDIX



Here are the maps and item locations at a glance. Remember: You can only find some items at certain times in the game. For example, you can't find the Red Key until after Samanosuke travels into the underground area of the keep. Kaede receives the Red Key from a dying guard. So, if you see an item listed on the map, but don't encounter it on your first visit to an area, you may have to wait until later to grab it.

Also, soldiers often drop items, such as the Soul Absorber in the West Area. If you don't save the soldier from the Demons, you won't get the item.

Finally, the letters on the maps show how they connect to one another. The hole on the Nanamagari map marked with an "A" leads to the "A" marked on the Underground Temple map, and so on.

Icon	Item Name	Map Found
	Arrow (Normal)	Various
	Bishamon Ocarina	Dark Realm (mini-game)
	Bishamon Sword	Dark Realm
	Blue Key	Keep: Underground
	Blue Seal 1	Various
	Blue Seal 2	Various
	Blue Seal 3	Various
	Books/Documents	Various
	Bow	Keep: First Floor
	Bullets (Burst)	Various
	Bullets (Normal)	Various
	Crest Piece (L)	Keep: Second Floor

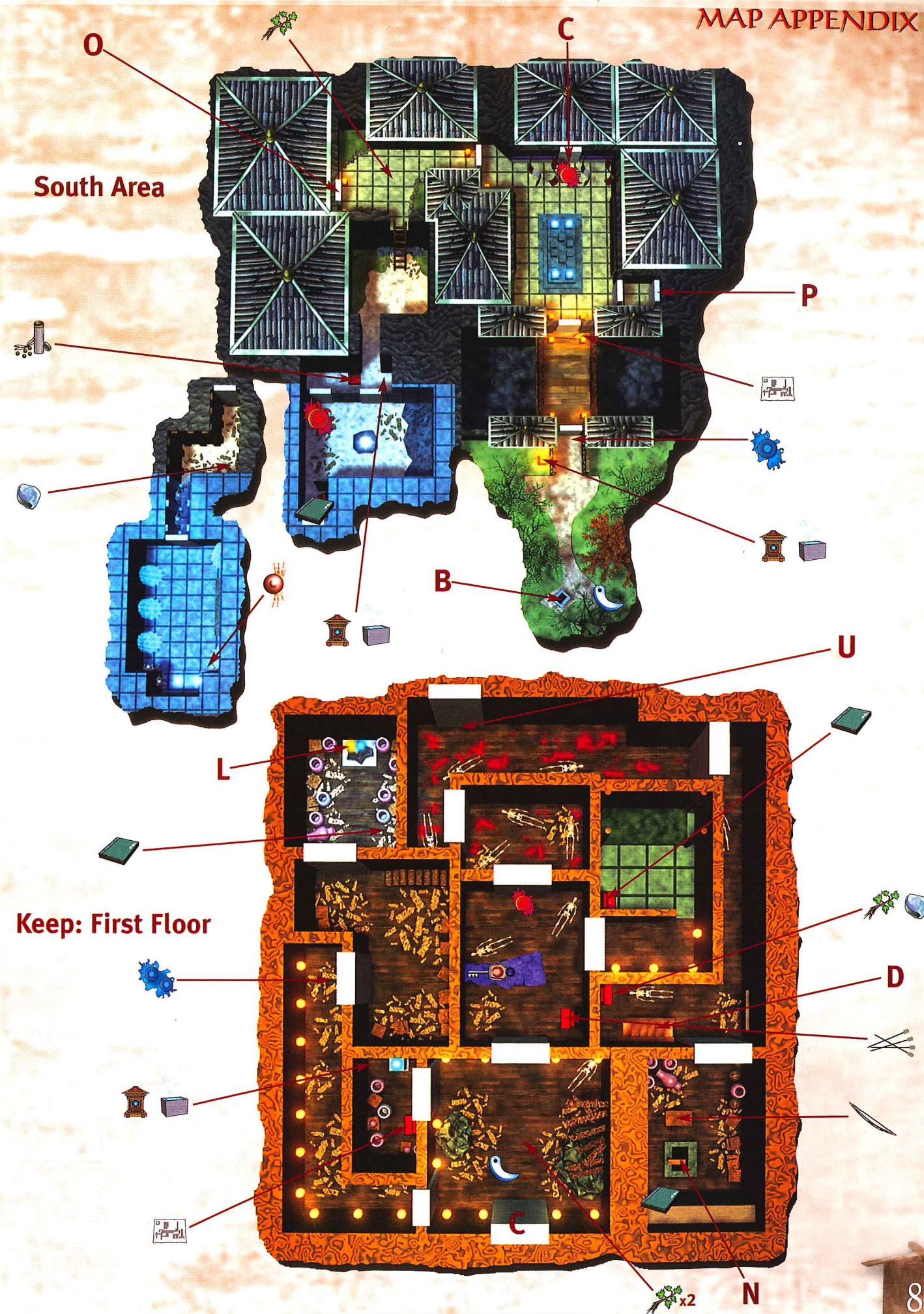
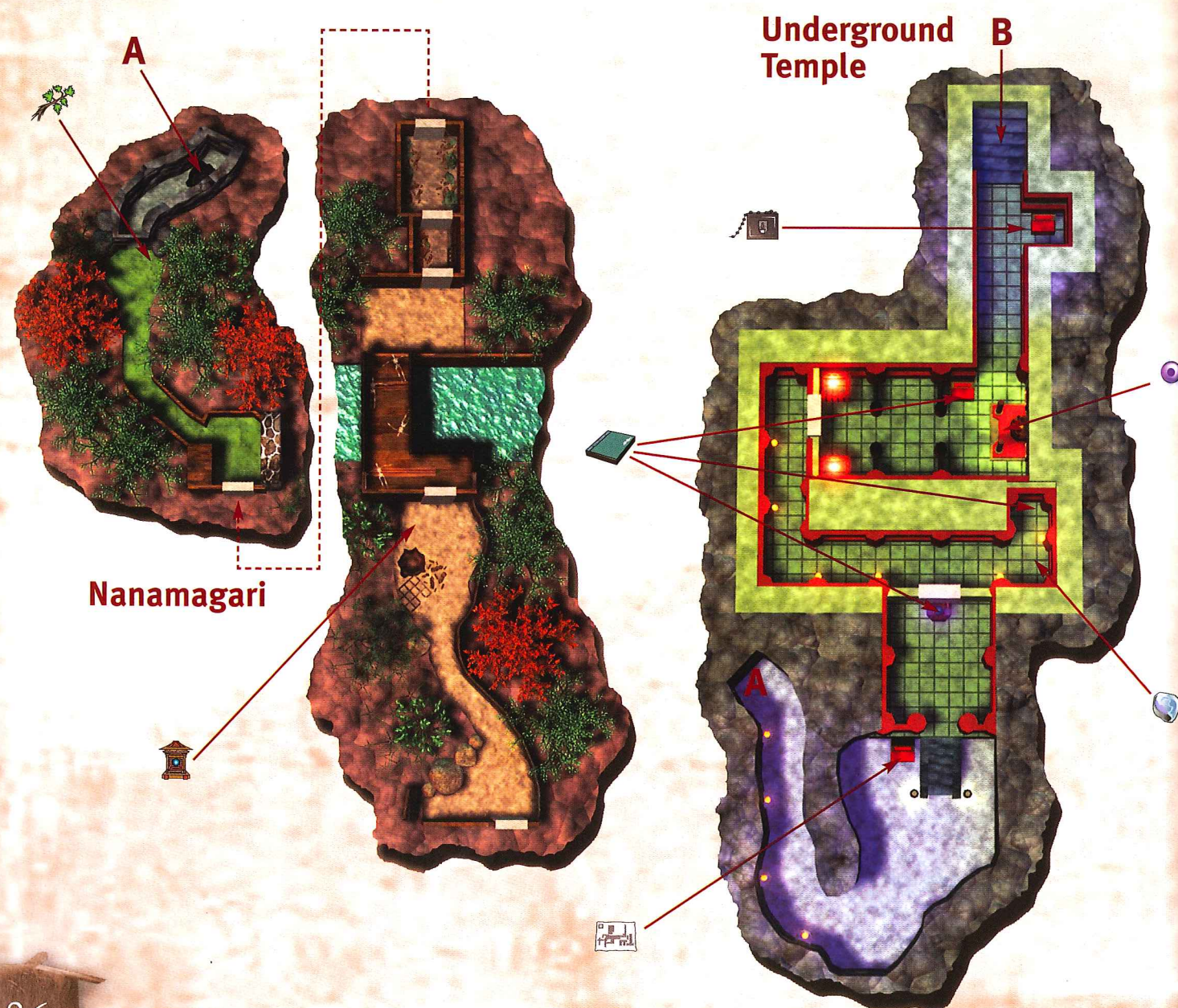


Icon	Item Name	Map Found
	Crest Piece (R)	Keep: Second Floor
	Decorated Arrow	East Area
	Decorated Sword	West Area
	Evil Plate	Keep: Underground
	Fire Orb	South Area
	Fluorite	Various
	Gear	West Area
	Gold Plate	West Area
	Great Armor	East Area
	Great Arrow	East Area
	Great Bow	East Area
	Green Key	East Area
	Green Seal 1	Various
	Green Seal 2	Various
	Green Seal 3	Various
	Herb	Various
	Holy Armor	Keep: Third Floor
	Kunai	Various

Icon	Item Name	Map Found
	Magic Fountain	Various
	Magic Jewel	Various
	Magic Mirror	Various
	Maps	Various
	Matchlock	West Area
	Medicine	Various
	Power Jewel	Various
	Purifier Bell	Keep: Underground
	Puzzle Box	Various
	Red Key	Keep: First Floor
	Red Seal 1	Various
	Red Seal 2	Various
	Red Seal 3	Various
	Rope Ladder	Underground Temple
	Rosary of Communication	Keep: Underground
	Sacred Knife	West Area
	Silver Plate	West Area
	Soul Absorber	Various
	Statue Head	West Area
	Talisman	East Area
	Thunder Orb	Underground Temple

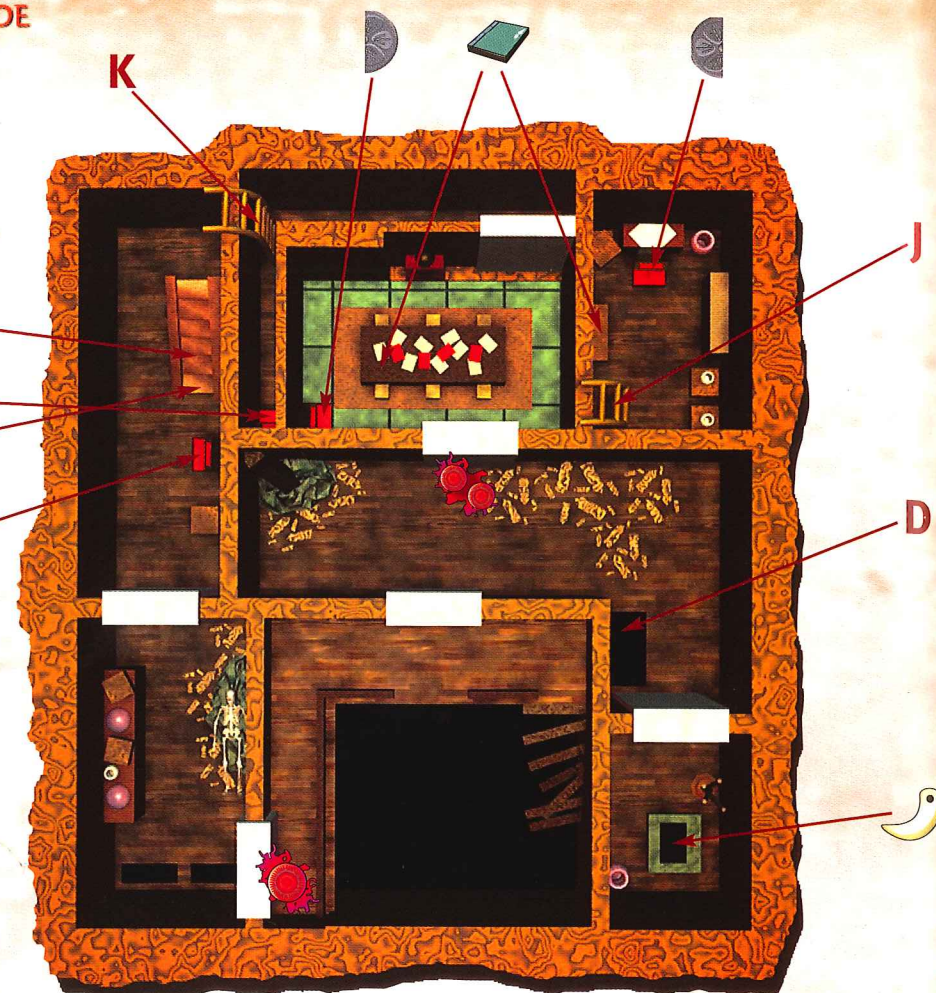


Icon	Item Name	Map Found
	Vision Staff	West Area
	Wind Orb	Keep: Fifth Floor and Roof
	Wood Ladder	Keep: Underground

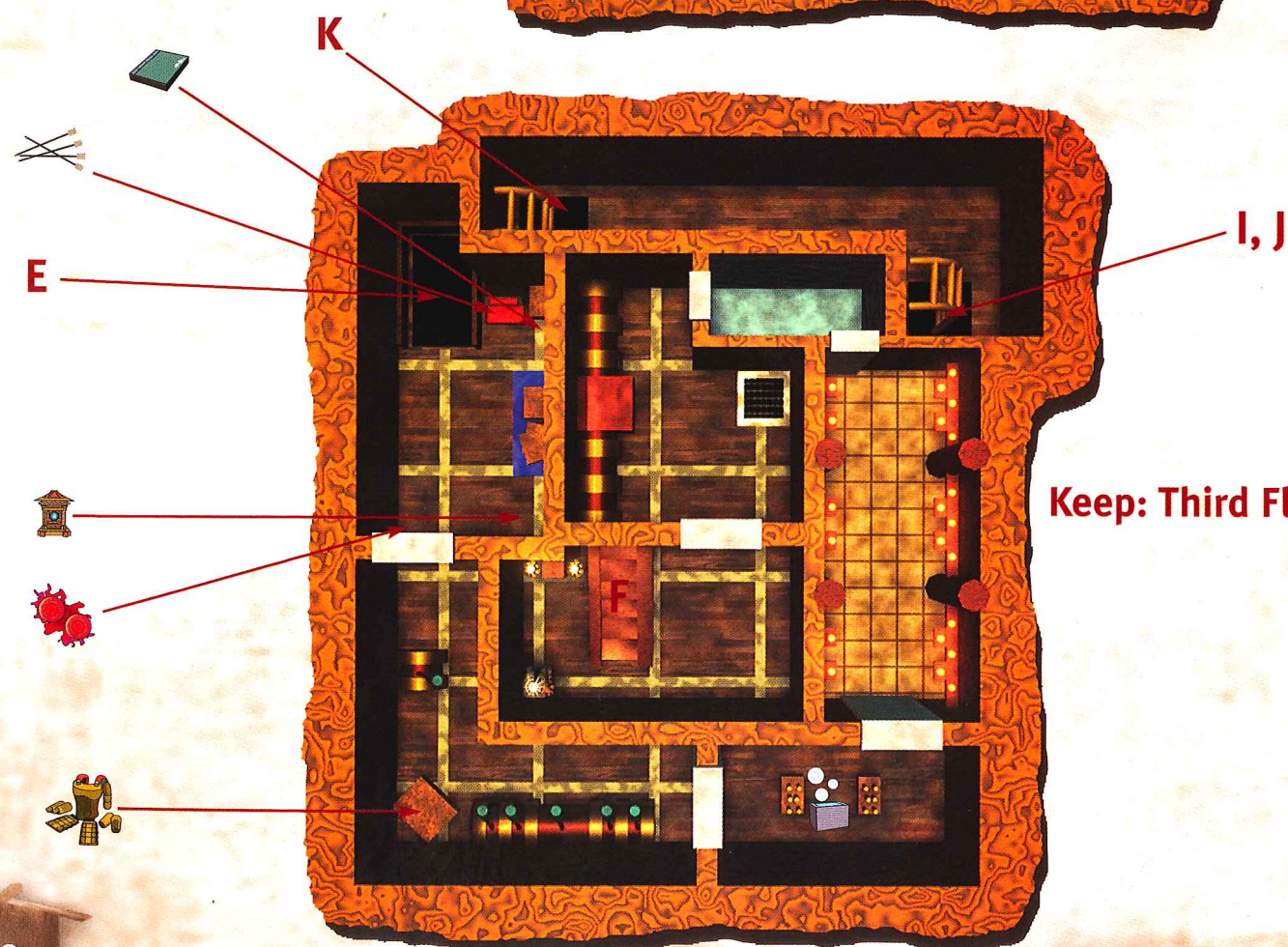




Keep: Second Floor



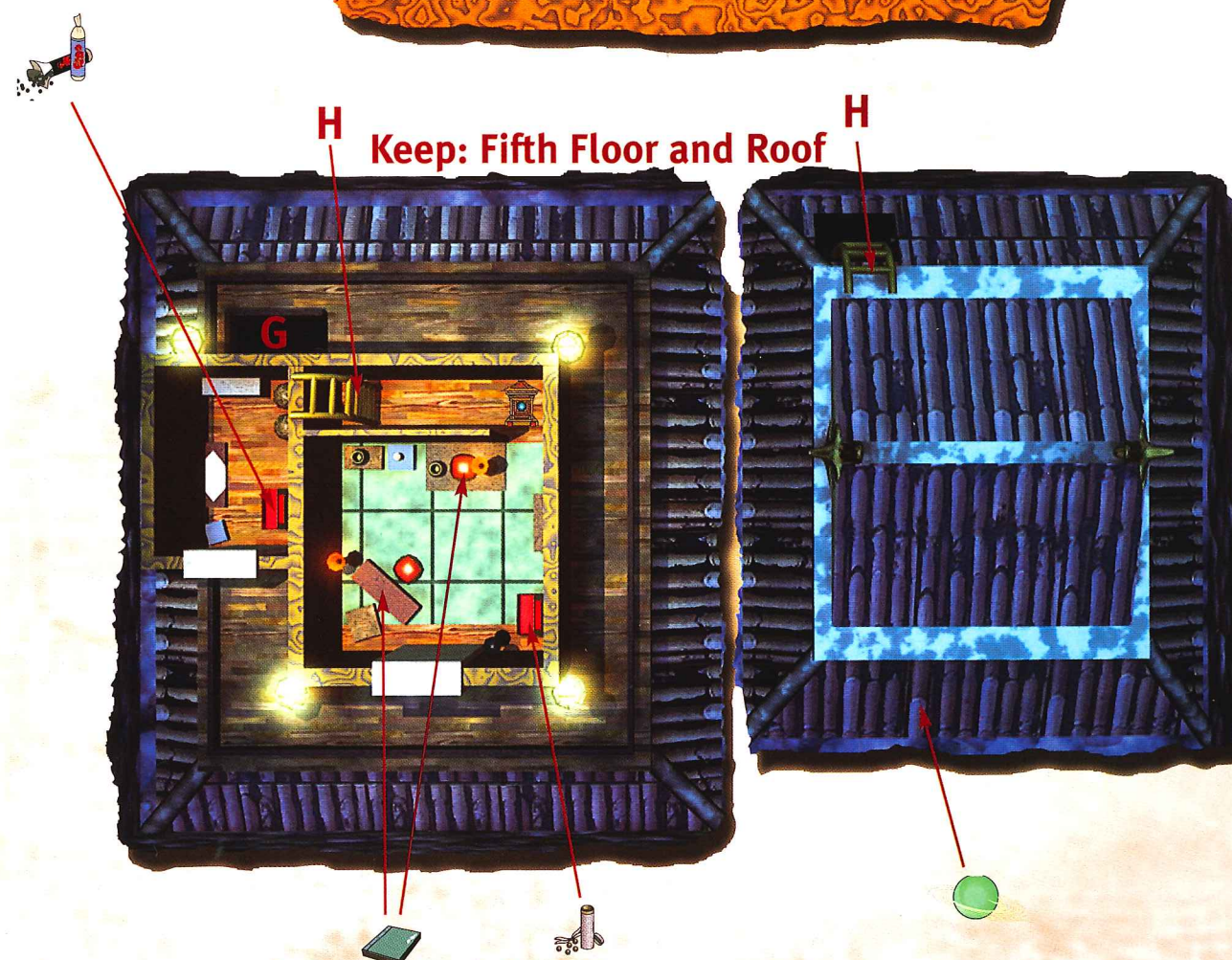
Keep: Third Floor



Keep: Fourth Floor



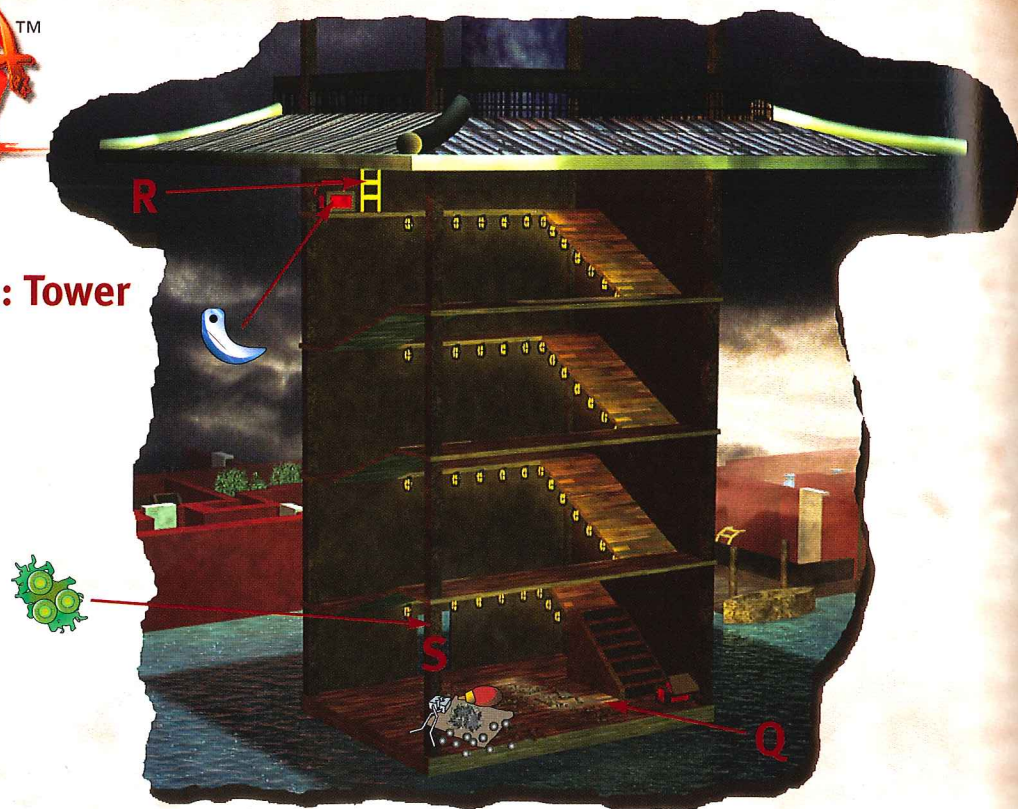
Keep: Fifth Floor and Roof



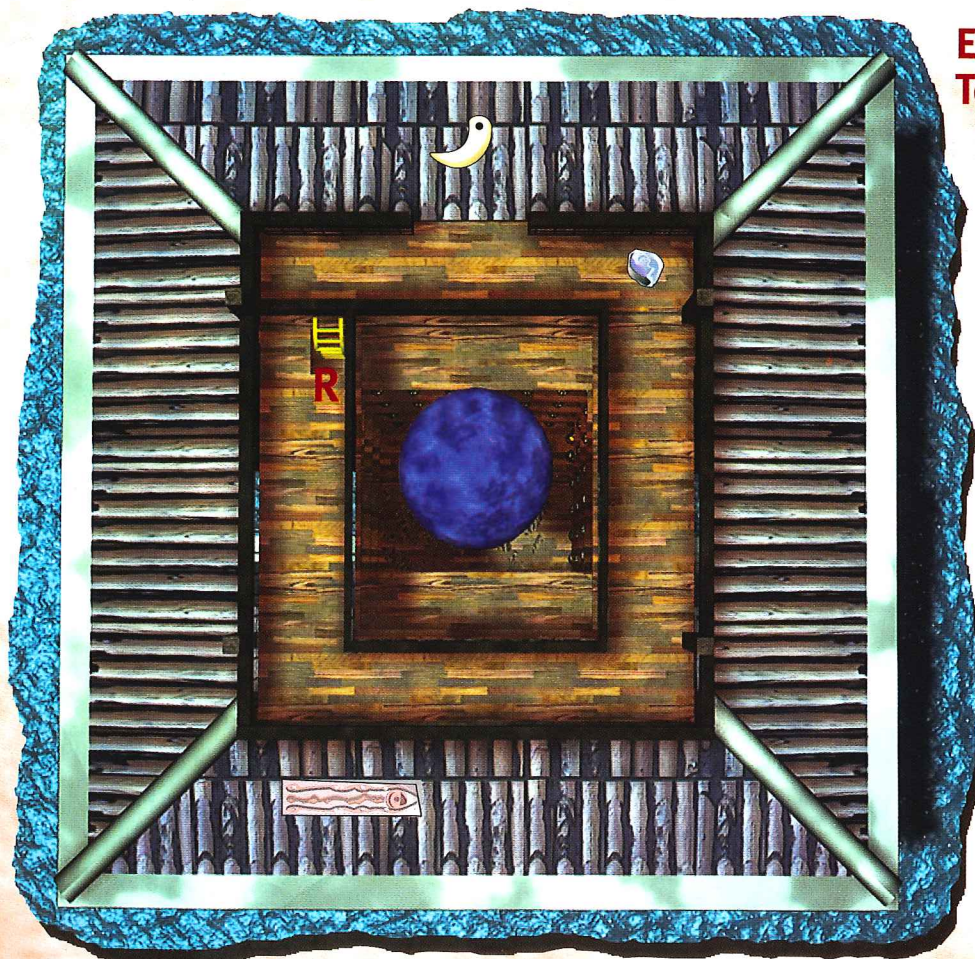




East Area: Tower



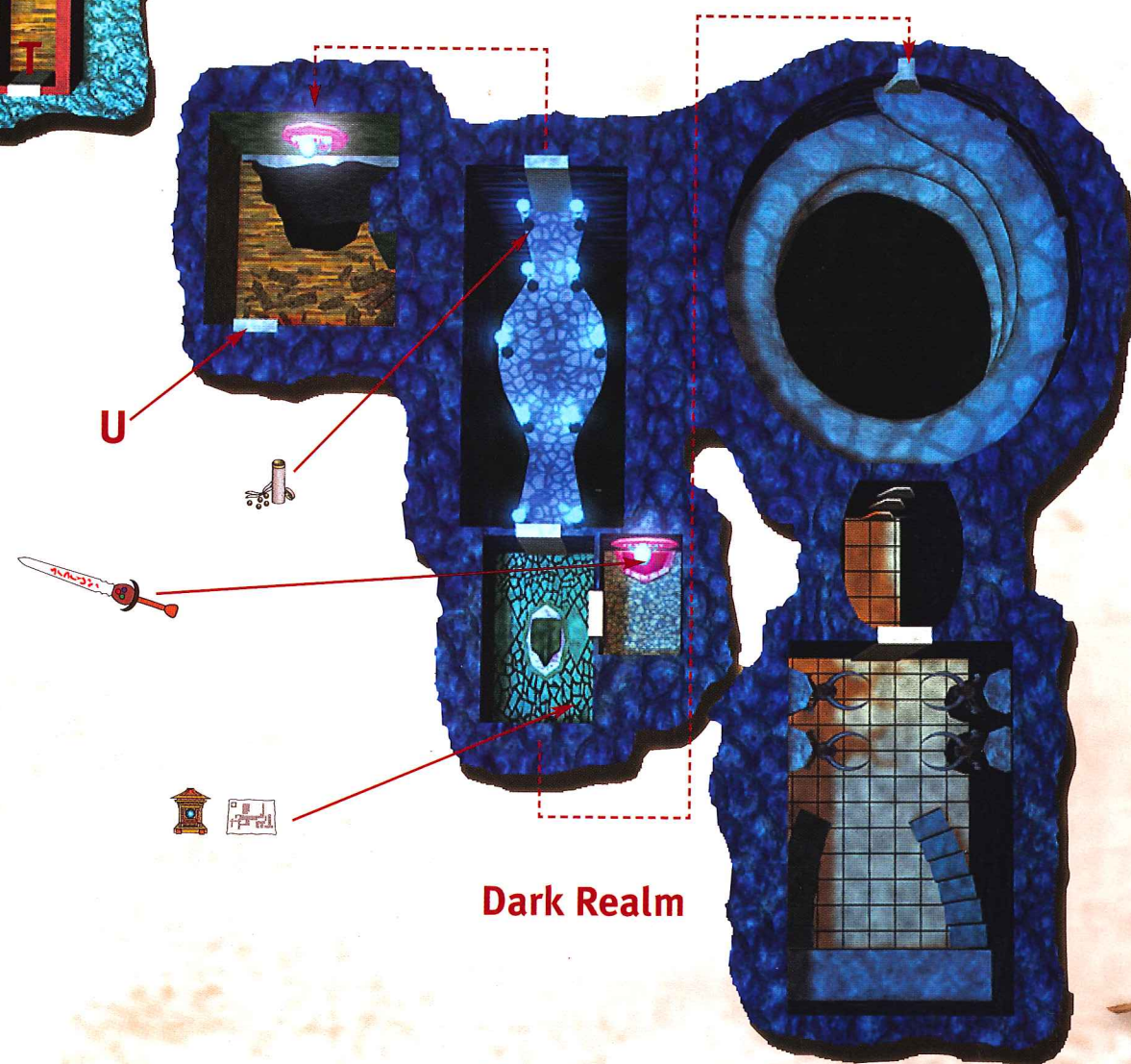
East Area:
Tower Roof



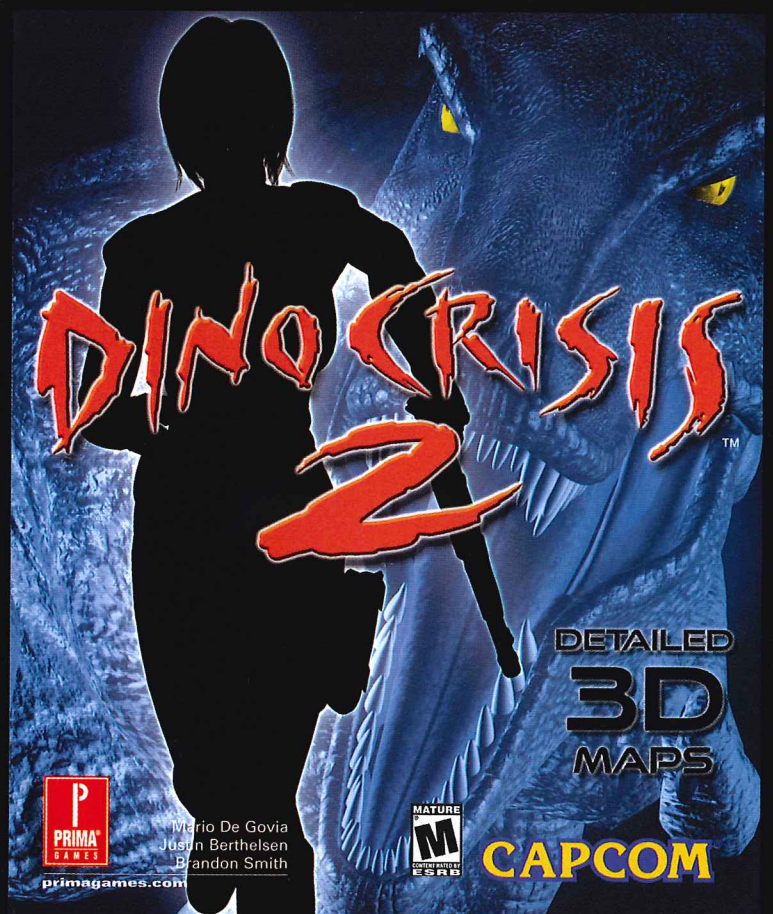
East Area



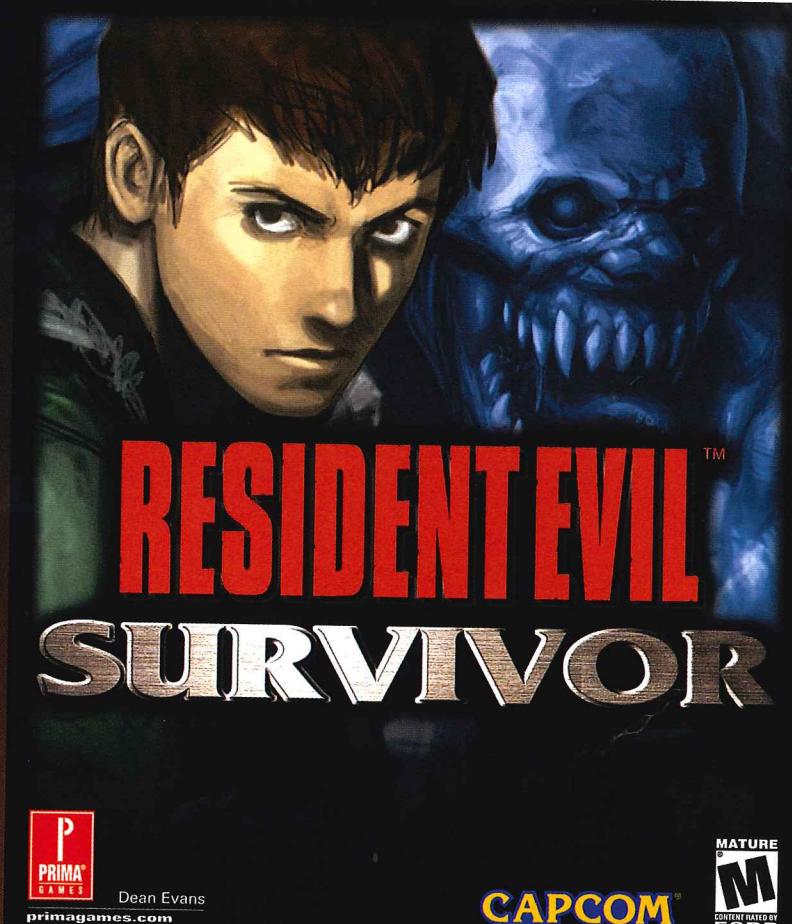
Dark Realm



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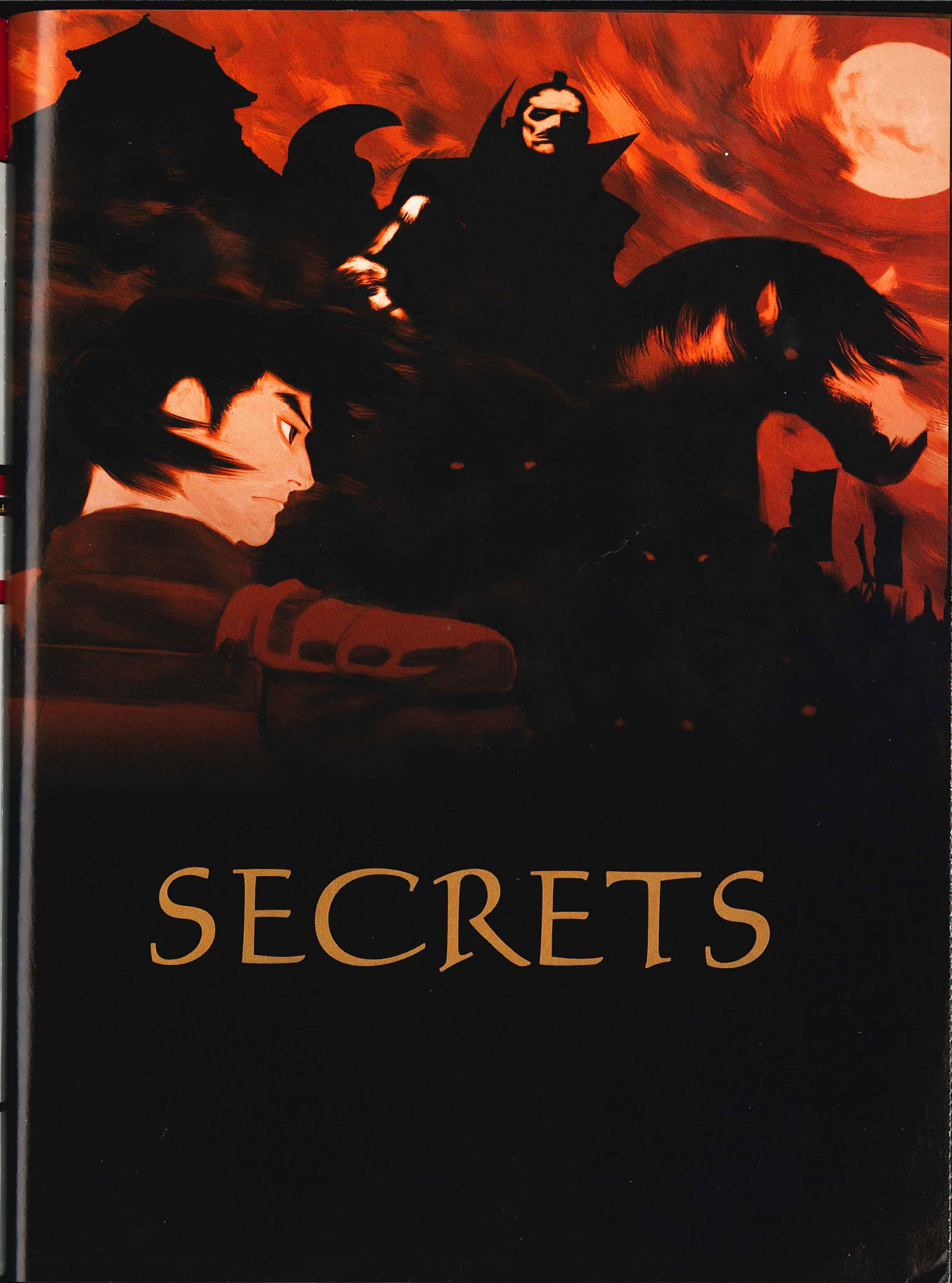
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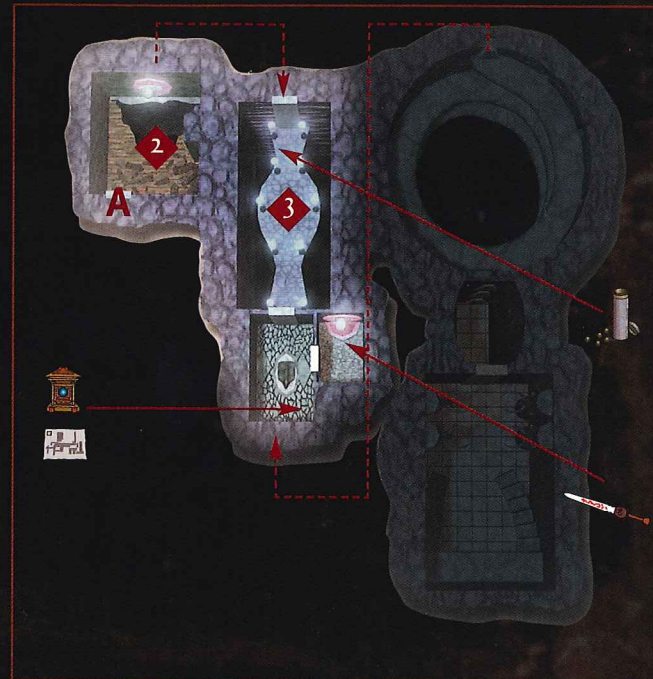
The Sims



SECRETS



THROUGH the DEMON DOOR



Items: Medicine

Bishamon Sword

Foes: Dark Armor Demons, Dark Spiders,
Soldier Demons, Marcellus (Boss)

Magic Mirrors: 1

Documents: Dark Realm Map

TIP: Here's your last chance to defeat the Dark Realm. Save your game, Enhance your weapons and Herbs (if you can), then step into the Demon-filled abyss. It's a very good idea to get through the whole thing before you face the final level of the game. See the Dark Realm section for more details.

TIP: You're about to face a large, scary set of monsters. Backtrack to the Magic Mirror on the first floor of the keep. Enhance all Herbs to Medicine, save your game, and fill up your Magic Energy. Then make your way back to the Evil Plate door. Dodge the Demons in your way and go through the door.



Move as close to the floating seal as you can and use the Great Bow to trigger the next cut scene.



With a mighty pull, Samanosuke fires the Great Arrow into the center of the seal. It bursts, allowing him access to the Demon world.



Guildenstern is waiting on the bridge. Samanosuke is very rude to him.



The Demon surgeon summons his greatest creation, Marcellus, to crush Samanosuke.



Marcellus is the final version of the prototype Demon you took the Wind Orb from. This Marcellus is much tougher than the first one. He has a Shield Charge that can knock your defense down and sword swipes that knock you around. Unlike the earlier Marcellus you faced, this one has a bunch of strikes that can't be blocked.

As the saying goes, the best defense is a good offense. As soon as the fight starts, use your Orb Spells on him. Empty each of your swords in turn, pausing only to suck up the Souls that Marcellus loses.



Once Marcellus loses his shield, he generates a second sword and comes after you with lightning-fast strikes. As soon as you see him wind up, hold [L1] to block. When he stops, go after him with your Thunder Orb. You won't have any Magic Energy left, but the Thunder Orb is a fast weapon. You also can use the Wind Orb, which keeps Marcellus off balance.

Boss: Marcellus

ATTACKS

3

Attack Name	Damage	Can You Block?
Two-Level Combo Cut	14	Yes
Upstroke to Two-Level Combo Cut	21	Yes
Horizontal Cut	24	Yes
Lunge Downstroke	24	No
Tackle to Thrust	24	Yes
Tackle to Rising Cut	28	Yes
Thrust	31	Yes
Tackle to Turning Cut	32	Yes
Upstroke	34	Yes
Back Turning Cut	36	Yes
Tackle	36	No
Downstroke	38	No
Turning Cut (Impact Wave)	43 (21)	No

ATTACKS (AFTER TRANSFORMATION)

Attack Name	Damage	Can You Block?
Right Horizontal Cut	14	Yes
Left Horizontal Cut	16	Yes
Combo Horizontal Cut	20	Yes
Left Upstroke	22	Yes
Right Downstroke	22	Yes
Right Upstroke	24	Yes
Back Turning Cut	36	Yes
Dash Cut	36	Yes
Jumping Cross Cut	44	Yes



Marcellus has so many attacks that you can't block, you shouldn't be shy about using Medicine. By now, you should have plenty. If you need to use more than three, though, you're taking a heck of a beating and may want to restart and try again. After enough strikes, you wear Marcellus down and he disintegrates. Suck up the energy he releases, grab the Medicine in the corner, and then make your way deeper into the Dark Realm.

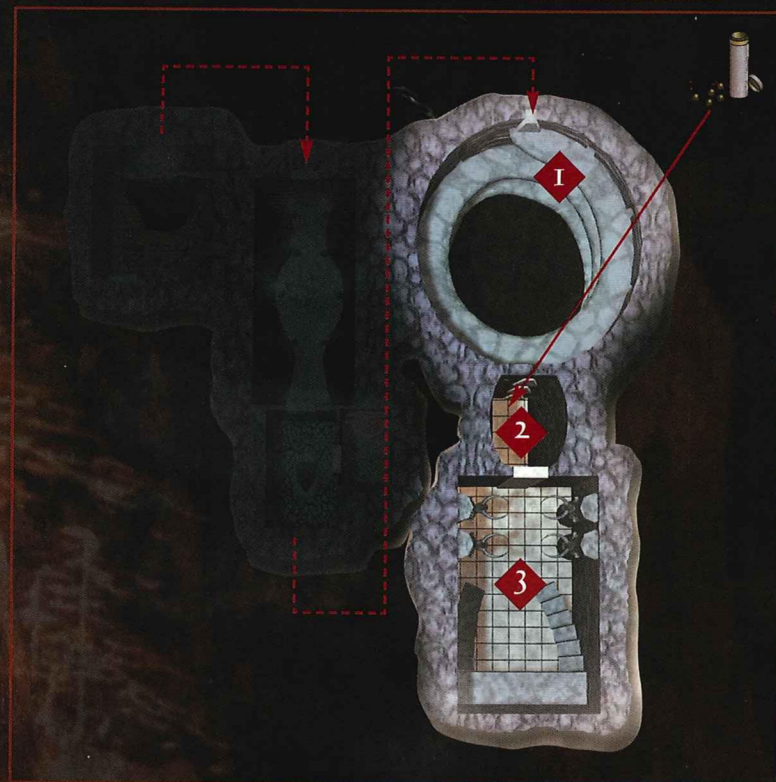


Stand in front of this gate and use the Bishamon Ocarina. Samanosuke plays a tune and the gate lifts. Step inside.



Stand in front of the creepy statue and press X. The Bishamon Sword floats down to you. This weapon will make the coming battle much easier. Save your game and fill up at the Magic Fountain. Then press on.

the FINAL DEPTHS



Items: Medicine x2

Foes: Reynaldo, Volchiman, Fortinbras (Boss)

Magic Mirrors: None

Documents: None



This long, spiraling path leads past a disturbing sight. Now you know where Reynaldos come from. A single swipe of the Bishamon Sword takes care of them. Don't hang around too long; you've got places to go.



You'll find a final Volchiman here. Again, press \blacktriangle and the Bishamon Sword sends him packing. Pick up the two Medicines and then go through the door in the hall.



There they are! You've found Princess Yuki and Yumemaru. They're in a bad situation.



A booming voice cuts in. Fortinbras, king of the Demons, reveals himself and calls Nobunaga to drink Yuki's blood.



After toying with Princess Yuki, Fortinbras turns his attention to Samanosuke. Now it's time for the final fight.

Boss: Fortinbras

ATTACKS

Attack Name	Damage	Can You Block?
Final Fortinbras Grab	10	No
Eye Laser	34 (50 percent with Bishamon equipped)	No
Thunder Blast	36 (50 percent with Thunder Orb equipped)	No
Wind Hook	38	Yes
Fire Breath	40 (50 percent with Fire Orb equipped)	No
Thrust	52	Yes
Fortinbras Silencing Fire (during Final Fortinbras Grab)	Death	No



Fortinbras is the king of Demons, and he's a very powerful creature. We'll tell you how to deal with him with and without the Bishamon Sword.

First of all, notice that in the Attacks table some of the attacks Fortinbras makes can be affected by what sword you have equipped. For example, if you have the Fire Orb equipped when the Demon king hits you with his Fire Breath, you only take half damage.

All right, whether you have the Bishamon Sword or not, the first step in fighting this fiend is to hit him with all the spells you have. Rush up to his coils and start unloading your Orbs.



When Fortinbras leans forward, make sure you hit him in the head. A flash goes off when you do. It hurts him more than a regular hit, so take advantage of that.

Once your Magic Energy is exhausted, you can do one of two things. If you have the Bishamon Sword, switch to it immediately and – while you're still up against Fortinbras' coils – press \blacktriangle as fast as you can. Because you don't need Magic Energy to get the special attack from the Bishamon, you can just stand there slashing away.

Be careful, however, when you see Fortinbras pull his hands back to make a grab at you. It could be his Wind Hook or Thrust, but it also could be the Final Fortinbras Grab. Back off as fast as you can when his hands come down. If you get caught in the Grab, you're dead.

Keep striking with the Bishamon special attack until the king dies. It's a very straightforward strategy, but it's effective. Your constant hits keep Fortinbras off balance. More often than not, you'll interrupt his attacks. Plus, if you have a lot of Medicine and the two Talismans, you can afford to take damage.

If you don't have the Bishamon Sword, try the following strategy. Empty your Magic Energy on Fortinbras, like we said before, then back as far away from him as you can. If any stray Magic Energy balls are floating around, suck them up. Equip your Bow with Fire Arrows and start plinking away. When you're out of Fire Arrows, switch to Normal Arrows if you have them and empty them into the big snake. Then, empty the Matchlock at him.



All the time you're firing at Fortinbras, he's sending one attack after another at you. The Thunder Blast is easy to dodge because you can see where it's going to strike. Just make sure you aren't standing on a pink spot. The Fire Breath is a bit harder to dodge. Head for one of the corners in the back – you should be able to avoid the blast from there. The Eye Laser is fast and deadly. When Fortinbras drapes one of his wings in front of him, you know the laser is coming. Hold R1 and sidestep back and forth to avoid the beams.

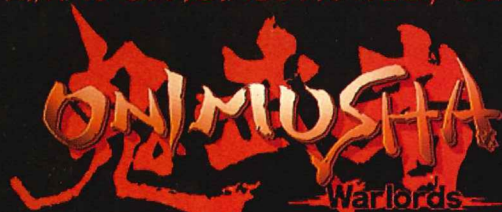
During all of this, watch for more Magic Energy coming off Fortinbras. Collect it in the Gauntlet and keep checking to see if you have enough for more Orb Spells. When you do, use them.



If you run out of Bullets and Arrows, equip your trusty Thunder Orb and keep slashing at the beast. Again, be very careful of his Final Fortinbras Grab, but you must take the risk if you're going to defeat him.

Monitor your health, watch for Grabs, and collect Magic Energy. With patience and luck you'll beat Fortinbras.

When you win the battle, a cinematic begins showing you the final moments in *Onimusha: Warlords*. Watch it through, read the credits, and then see what your rating is. Congratulations, you've just finished the game.



SECRETS and BONUSES

Onimusha features a system of earned points, which are added up at the end of a game. You also earn awards by picking up chunks of Fluorite. Based on the points you score and the number of Fluorite pieces you grab, you earn different awards.

THE SCORING

Three aspects of your game contribute to the final score: your play time, the number of Souls you collect, and the number of Demons you slay.

PLAY TIME

How long did it take you to play the game?

TIME TAKEN	SCORE
00 Hours 00 Min. - 03 Hours 00 Min.	10 points
03 Hours 01 Min. - 04 Hours 00 Min.	7 points
04 Hours 01 Min. - 05 Hours 00 Min.	5 points
05 Hours 01 Min. or longer	3 points

NUMBER OF DEMONS SLAIN

How many Demons did you defeat?

NUMBER OF DEMONS SLAIN	SCORE
0 - 399	3 points
400 - 499	5 points
500 - 599	7 points
600 or more	10 points

FINAL EVALUATION

What is your rank? Add together your scores for play time, Souls collected, and Demons slain.

TOTAL SCORE	RANK
30 points	S
25 - 29 points	A
18 - 24 points	B
10 - 17 points	C
0 - 9 points	D



THE TRAILER

You're treated to a few images from the upcoming sequel to *Onimusha: Warlords*. It has us on the edge of our seats.

NUMBER OF SOULS COLLECTED

How many Souls did you trap in the Gauntlet?

NUMBER OF SOULS	SCORE
0 - 34,999	3 points
35,000 - 44,999	5 points
45,000 - 54,999	7 points
55,000 or more	10 points

NOTE: The final screen also shows the number of Fluorite pieces you collected and the number of Dark Realm levels you reached. Neither of these statistics counts toward your final ranking.

THE PRIZES

There are three prizes that are awarded for finding Fluorite and one that is given out for a high score.

FLUORITE AWARDS

PIECES COLLECTED	PRIZE
0 - 9	<i>Onimusha 2</i> trailer
10 - 19	Samanosuke costume change
20	Unlock Oni Spirits mini-game

With a score of 30 points (an "S" ranking), you unlock the special Kaede costume change.

COSTUME CHANGES

Both characters can get a change of clothes. You can play the whole game in the new duds.



Samanosuke is looking sharp in that suit. Notice his passenger and the styling Gauntlet.



Kaede is looking good in her costume. Then again, she'd look good in anything.

ONI SPIRITS

This mini-game challenges all the skills you've honed in the main game. The object is simple – break vases and release the Souls within before the Demons can.

You have a goal of how many Souls you need to release and how many vases you need to break, and these numbers change from stage to stage. You must meet these goals before the Demons smash the vases first.

Some of the vases hide boxes containing items. You can find Orbs, ammunition, and items to increase your Vitality inside the boxes.

The blue and white vases not only house Souls, but also a small amount of Vitality. Smash the vases and collect the yellow Vitality. Collecting Souls boosts your score, but balance that against the fact that it wastes precious time. Leave them floating around until you've released the required amount of Souls, then collect them.

Don't use the [R1] button to target an enemy until you've cleared away some of the vases between you and your foe. If you start by holding [R1] and pressing [X], you'll just do thrusts, which are slow and don't cover much ground.

Some levels require you to use a fast Orb Spell attack to knock down a Demon. For example, in Stage 5 you meet two Long Arm Demons that can smash three vases with a single swing. Aim at the nearest Long Arm Demons and blast them with a Thunder Orb Spell (assuming you collected the Thunder Orb from Stage 2), then give them a final stab.

Gathering the different Orbs also helps immensely.



Here's the set up for the first stage.



Don't let the Souls distract you until you've cleared the level.



Act quickly against these Long Arm Demons.

ONI SPIRITS – ORB LOCATIONS

ORB	STAGE
Thunder Orb	2
Fire Orb	4
Wind Orb	7


In the end, you have to play this minigame over and over to get through it. The later stages have no margin of error. Make a mistake and it's over. Keep playing to learn the ins and outs of each stage.

Get through all twelve levels of this minigame, and another mode will unlock. Choose that mode and you'll start the game with the following equipment in your inventory:

- * Bishamon Sword
- * 99 Soul Absorbers
- * Unlimited Normal Arrows
- * Unlimited Bullets

Plus, your Magic Energy will replenish itself automatically every time you use a magic attack. The Bishamon Sword alone will make things easier for you. Remember, though, you have to beat Oni Spirits to get this bounty. And that is one tough minigame.





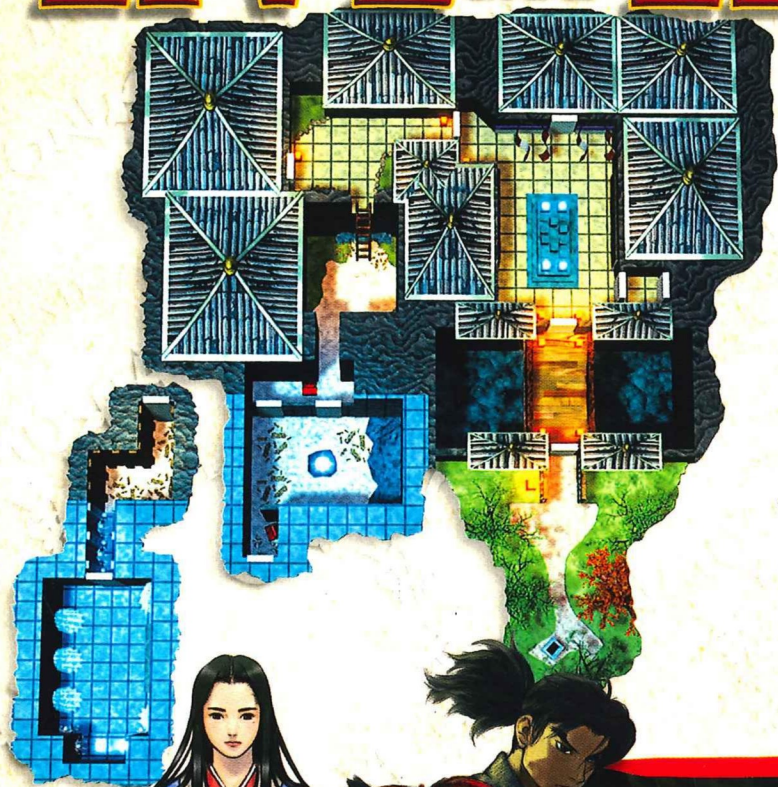
ONIMUSHA








Warlords

U.S. \$14.99 Can. \$17.95 U.K. £9.99

Electronic Entertainment
Platform: PlayStation®2 computer
entertainment system

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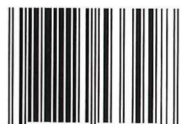


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